XIXIXIX

TABLETOP ROLE-PLAYING GAME

CORE RULEBOOK

Game Design & Writing: Ethen Warner

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1. Introduction and Design Goal

XIXIXIX (zih-hicks-us) is a diceless tabletop role-playing game designed to be easy to learn, easy to adapt to different campaigns, and simple enough for players to enter or leave a game without rebuilding the entire system. It takes inspiration from games such as PACE, Fate, and GURPS while using its own number-guessing resolution system.

Most tabletop RPGs use dice to create uncertainty. XIXIXIX instead asks a player to predict a hidden number chosen by the Master of Games (MG). The closer the player's guess is to the hidden number, the better the outcome.

Because the number range can be any size, the MG can create very specific difficulty values without being limited by the number of faces on a die.

Design Goal

XIXIXIX is built around prediction, intuition, pattern recognition, and the player's attempt to read the MG. The system can also be used as a personal exercise in number-guessing or psychic-style intuition. However, ordinary gameplay does not by itself distinguish chance, learned patterns, unconscious cues, or ESP from one another. A controlled test would require separate experimental rules.

> **CORE IDEA: The character reduces uncertainty through Class Levels and bonuses; the player resolves the remaining uncertainty by guessing the MG's hidden number.**

The Number Circle

Numbers wrap around. In a range from 1 to 20, 1 is next to 20 just as it is next to 2. Always use the shortest distance around the number circle.

Example	Player Guess	Hidden Number	Circular Margin
Exact	3	3	0
One away	3	4	1
Wrap-around	3	20	3
Opposite side of 1-20	3	13	10

2. Core Resolution

Action Range

Whenever an action has uncertain consequences, the MG assigns a base Difficulty and builds an Action Range.

ACTION RANGE = Difficulty + Penalties - Bonuses - Relevant Class Level

If no Class is relevant, use Class Level 0 and Class Modifier 0.

Standard Difficulties

Difficulty	Base Value
Easy	10
Medium	20
Hard	30
Challenging	40
Extreme	50
Beyond Extreme	60+ as needed

If an action is truly impossible within the fiction, the MG may simply rule that it cannot be attempted. 'Extreme' means extraordinarily difficult, not literally impossible.

Resolving an Action

1. The MG chooses the base Difficulty.
2. Subtract the relevant Class Level.
3. Add all applicable penalties.
4. Subtract all applicable bonuses.
5. The final number is the Action Range. If the result is 1 or less, treat the range as 1.
6. The MG secretly chooses a number from 1 through the Action Range.
7. The player guesses a number in the same range.
8. Find the shortest circular distance between the two numbers. This is the Raw Margin.
9. Subtract the relevant Class Modifier from the Raw Margin.
10. If the Final Margin is below 0, treat it as 0.
11. Use the Outcome Ladder to determine the result.

Outcome Ladder

Final Margin	Outcome	General Meaning
0	Goodest	Best reasonable outcome; exact or fully compensated prediction
1	Gooder	Strong success
2	Good	Success
3	Neutral	Mixed, stalled, or neither clearly good nor bad
4	Bad	Failure or complication
5	Badder	Serious failure or complication
6+	Baddest	Worst reasonable outcome

Goodest, Gooder, and Good are successful outcomes. Neutral is a mixed or even result. Bad, Badder, and Baddest are failures or increasingly severe complications.

Class Modifier

A Class Modifier represents a character's ability to recover from an imperfect prediction.

CLASS MODIFIER = Class Level divided by 3, always rounded up

Class Level	Modifier
0	0
1-3	1
4-6	2
7-9	3
10-12	4
13-15	5
16-18	6
19-21	7
22-24	8
25-27	9
28-30	10

Example: The Injured Bard

A Bard 7 attempts to charm a member of an imperial court. The MG calls the action Hard (30).

- 30 - Bard 7 = 23.
- The bard has a facial Wound 3 that matters to the attempt: 23 + 3 = 26.
- The bard wears a Necklace of Charming with Bonus 6: 26 - 6 = Action Range 20.
- The MG chooses 20. The player guesses 3. Because the numbers wrap, the Raw Margin is 3.
- Bard 7 has Class Modifier 3: 3 - 3 = Final Margin 0.
- The result is Goodest.

Automatic Goodest

If every possible guess would produce Good, Gooder, or Goodest after applying the Class Modifier, no guess is required. The action automatically receives a Goodest result.

To check this manually, compare the Class Modifier to the largest possible circular distance in the Action Range. If even that worst distance becomes 2 or less after the Modifier, the action is Auto-Goodest.

AUTO-GOODEST: If failure and Neutral are mathematically impossible, skip the guess and award Goodest.

3. Character Creation

The basic order of character creation is:

1. Create a name or names appropriate to the campaign.
2. Choose a gender or genders for the character.
3. Choose a race or races allowed by the MG.
4. Choose one or more Classes. Each Class is a singular noun describing something the character is good at.
5. Pick a miniature or token if the campaign uses one.
6. Optionally choose permanent Weaknesses. Approved Weaknesses grant additional Class Points equal to their value.
7. Determine starting Class Points: starting Rank x 3, plus approved Weakness points.
8. Assign Class Points among the chosen Classes.
9. Write each Class Modifier beside its Class Level.

Race, Background, Personality, and Lore

Races have no mandatory structured characteristics. The same is true for background, personality, gender, special abilities, NPC concepts, and lore unless the MG or a campaign adds rules for them.

XIXIXIX encourages full creative freedom, limited by the shared fiction and the MG's campaign rules.

4. Classes, Class Points, and Rank

Choosing a Class

A Class is normally a singular noun that describes a coherent field of expertise, identity, profession, species, training, discipline, or practiced way of acting. Examples include Alchemist, Farmer, Contortionist, Politician, Canadian, Pugilist, Rogue, Wizard, or other nouns approved by the MG.

Avoid combining multiple concepts into one Class merely to broaden its scope. For example, 'Empty-Metal-Alchemist,' 'Potato-Farmer,' 'Flamboyant-Contortionist,' or 'Angelic-Politician' should normally be separated or narrowed.

> **CLASS SCOPE: A Class should be broad enough to be useful but narrow enough that it does not reasonably apply to nearly every action.**

Only one Class Level is normally applied to an action. Two Classes do not stack unless a specific rule says they do.

Learning New Classes

New Classes may become available as the character gains experience, training, or meaningful exposure during play. For example, a Wizard who joins an underground boxing club might later spend Class Points on Pugilist or Boxing, if the MG agrees that the character has earned access to that Class.

Rank and Class Points

Rank is the character's overall progression. Each Rank provides 3 Class Points.

> **TOTAL CLASS POINTS = Rank x 3 + approved permanent Weakness points**

A Rank 3 character normally starts with 9 Class Points. If that character has two Classes, legal distributions include 6/3, 5/4, 7/2, or 8/1.

A chosen Class cannot have Level 0. However, when no Class applies to an action, the action uses the default Class Level 0.

Permanent Weaknesses

A character may take up to 3 points of permanent Weaknesses, distributed across up to 3 Weaknesses. Each point grants 1 extra Class Point.

A Weakness must be meaningful in the campaign. The MG may reject a Weakness that is so rare, harmless, or narrowly phrased that it is unlikely to disadvantage the character.

When a Weakness applies, add its value to the Action Range as a penalty.

Example: A Handyman 19 tries to fix an Extreme (50) sink while Grandma Gretta is baking a pie. The character has Glutton 3, and the MG rules it applies: 50 - 19 + 3 = Action Range 34.

5. Weaknesses, Wounds, Unconsciousness, and Death

Weaknesses vs. Wounds

Permanent Weaknesses and Wounds use similar penalties but serve different purposes.

- Permanent Weakness: an ongoing flaw, limitation, or character trait approved for the character. It can penalize relevant actions but does not by itself count toward unconsciousness.
- Wound: an injury gained during play. A Wound can penalize relevant actions and its Severity counts toward unconsciousness.

Wound Severity

Severity	Typical Result	Examples
1	Superficial	Bonks, scrapes, cuts, bruises
2	Partial	Dislocations, deep slices, crushing injuries
3	Full	Concussions, breaks, stabs, shattering injuries

In combat or another dangerous action, outcome severity can directly determine Wound Severity:

Outcome	Default Wound Effect
Goodest	Inflict Wound 3 on the opposition when the action can injure it
Gooder	Inflict Wound 2
Good	Inflict Wound 1
Neutral	No default Wound; narrate a mixed or stalled exchange
Bad	Suffer Wound 1 when the failed action exposes the character to injury
Badder	Suffer Wound 2
Baddest	Suffer Wound 3

The MG may replace a Wound with another consequence when injury does not make sense. A Baddest lockpicking result might break the lock, snap a tool, or alert a guard instead of injuring the character.

Unconsciousness

Whenever a character receives a new Wound, total the character's accumulated Wound Severity and compare it to the highest relevant Class Level for the dangerous situation.

UNCONSCIOUS THRESHOLD = highest relevant Class Level + 3

If accumulated Wound Severity reaches or exceeds that threshold, the character becomes unconscious.

Example: A character has no relevant Class for resisting a dangerous fall, so the relevant Class Level is 0 and the threshold is 3. If the character reaches Wound Severity 3 or more from that danger, they become unconscious.

An unconscious character cannot take normal actions. If unstabilized, the character makes Death Saving Actions.

Death Saving Actions

On each turn while unconscious and unstabilized, the MG secretly chooses 1 or 2 and the player guesses 1 or 2. This is an unmodified Death Saving Action: no Class, Bonus, Penalty, item, or Class Modifier applies.

- Correct guess (Margin 0): gain 1 Death Success.
- Incorrect guess (Margin 1): gain 1 Death Failure.
- At 3 Death Successes: stabilize. Reduce one or more existing Wounds by the minimum total Severity necessary to fall below the unconscious threshold, distributing that reduction in a way that fits the injuries and fiction. Reset Death Successes and Death Failures.
- At 3 Death Failures: the character dies.

A stabilized character no longer makes Death Saving Actions but remains unconscious until the fiction, treatment, rest, or MG ruling allows recovery. If a stabilized unconscious character suffers another Wound and is still at or above the unconscious threshold, they become unstabilized again and begin a new Death Success and Death Failure track.

Death Saving Actions are only required when unconsciousness is life-threatening because accumulated Wounds reached the unconscious threshold, or when a specific effect explicitly says Death Saving Actions are required. Ordinary sleep, sedation, magical sleep, stunning, or a nonlethal knockout does not require Death Saving Actions by default.

Wounds as Action Penalties

A Wound's Severity is also its penalty value whenever that injury is relevant to an action. A Wound 2 to a leg normally adds Penalty 2 to running, jumping, or similar actions, but it may have no effect on translating a book or firing from a stable seated position.

Multiple relevant Wounds can apply at the same time if the MG judges that each injury meaningfully hinders the same action.

Temporary Conditions

Conditions are temporary Weaknesses that represent effects such as Poison, Dazed, Numbness, Burning, Infection, Memory Loss, Malfunction, Terror, and similar states. Their value is a Penalty whenever the condition is relevant to an action. Conditions do not grant Class Points, do not count toward the 3-point permanent Weakness limit, and do not count toward unconsciousness unless a specific effect also inflicts Wounds.

Fleeting conditions are the default for short-lived effects. At the end of the affected character's turn, reduce the condition by 1. Dazed, ordinary fear, and brief disorientation are normally Fleeting. If a condition's rule does not specify timing and it is not identified as Persistent, Accumulating, or a physical restraint, treat it as Fleeting.

Persistent conditions do not automatically decrease. They remain until treated, repaired, escaped, extinguished, rested away, or ended by the fiction. Bleeding, Burning, Poison, Infection, Curse, Memory Loss, Malfunction, Armor Damage, Frozen, Radiation, and Existential conditions are normally Persistent.

Armor Damage reduces each relevant Defense value of the affected item by its current value, to a minimum of 0, until repaired. If the item has a separate Vs Bullets value, Armor Damage reduces that value when it is used as well.

Accumulating conditions explicitly build toward a threshold. Repeated applications add together and may exceed 3 only when the effect gives a threshold, such as Stiffening 6 causing petrification.

The same named condition does not normally stack with itself unless it is Accumulating. If a non-Accumulating condition is applied again, use the higher current or new value instead of adding them together.

Physical restraint states such as Webbed, Grappled, Attached, or Restrained last until the character escapes or the source is removed; they do not automatically decay merely because a turn ends. Their value is a Penalty when the restraint meaningfully interferes with movement, attacks, or an escape attempt.

Escaping a restraint normally spends the Attack action. If a creature caused the restraint, use that creature's Threat as the starting difficulty; otherwise the MG chooses a standard Difficulty. Apply the restraint's value as a Penalty when it hinders the escape. Good or better normally ends the restraint unless its specific rule says otherwise. Another character may spend their Attack action to help remove the restraint; apply the restraint Penalty to the helper only when it actually obstructs the helper's method.

Petrified characters cannot use Movement, Attack, or Free Actions and cannot normally act until the petrification is cured or broken. The MG determines any additional fictional effects of being turned to stone or another rigid material.

Recovery and Treatment

A character may treat Wounds or Persistent Conditions with an appropriate Class such as Healer, Medic, Herbalist, Surgeon, Mechanic for machines, or another Class that fits the fiction. The MG may adjust Difficulty for tools, time pressure, contamination, supernatural causes, or poor conditions.

Severity Being Treated	Suggested Difficulty
Wound or Condition 1	Easy 10
Wound or Condition 2	Medium 20
Wound or Condition 3	Hard 30
Condition 4+; unusual curse, alien injury, or catastrophic trauma	Challenging 40+ as appropriate

On Good, reduce the treated Wound or Condition by 1. On Gooder, reduce it by 2. On Goodest, reduce it by 3, to a minimum of 0. Neutral may secure the injury, stop immediate worsening, or make narrative progress without reducing its value. Neutral does not by itself stabilize an unconscious character for Death Saving Actions unless a specific rule says otherwise. Bad or worse normally fails to improve the problem and may create a complication when circumstances are dangerous.

A Wound or Condition reduced to 0 is removed. If treatment reduces an unconscious character's total Wound Severity below their unconscious threshold, that character becomes stabilized immediately and resets Death Successes and Death Failures. They may still remain unconscious until the fiction allows them to awaken. Ordinary treatment cannot necessarily cure supernatural, psychic, technological, or campaign-specific effects unless the fiction provides the correct method.

Do not repeat the same treatment resolution over and over when nothing has changed. After an unsuccessful or incomplete attempt, another attempt normally requires a meaningful new circumstance such as more time, better tools, another caregiver, a new resource, rest, or a change in the injury. If unlimited safe attempts would make success inevitable, resolve the recovery through the fiction instead of repeatedly guessing until a favorable result appears.

6. Items, Armor, and Weapons

Item Bonuses, Penalties, and Tiers

Characters may begin with or acquire items that provide bonuses, penalties, special properties, or situational modifiers.

A positive bonus reduces the Action Range. A penalty increases the Action Range.

DEFAULT ITEM TOTAL = Base Bonus + Tier

A Tier 2 piece of Cloth Armor, with Base Bonus 1, normally has a total defensive Bonus of 3.

Some upgrades improve a situational property instead of increasing Tier. For example, an armor-piercing upgrade might improve a weapon only against armored targets.

Unless the campaign says otherwise, a standard unupgraded item is Tier 0.

For weapons, add Tier to Base Bonus before applying any relevant Situational Adjustment. For armor and shields, Base Defense functions as the item's Base Bonus: add Tier to Base Defense to find that item's normal Defense. When armor uses a separate Vs Bullets value, add the same Tier to that value unless the item or upgrade specifically says otherwise.

Equipment Stacking

A character normally benefits from one worn armor and at most one readied shield. Armor and one shield may both protect against the same attack and therefore stack when the fiction allows both to help. Wearing multiple suits of armor or carrying multiple shields does not add their Defense values together unless a specific rule says otherwise.

An attack normally uses the Bonus of one weapon. Distinct situational Bonuses from other sources may also apply when each source clearly contributes, but duplicate copies of the same item or substantially identical effects do not stack unless a rule explicitly allows it.

Armor

Armor bonuses apply when the armor can reasonably protect the relevant body area. 'Dexterity Modifier' is applied to dexterous actions: a listed +1 means Bonus 1, while -1 means Penalty 1, -2 means Penalty 2, and so on. A dash in the Vs Bullets column means the item has no separate bullet-specific value; use its Base Defense when it can reasonably protect against the attack. When a Vs Bullets value is listed, use that value instead of Base Defense against bullets.

Armor	Base Defense	Vs Bullets	Dexterity Mod.	Special
Cloth Armor	1	-	0	
Leather Armor	2	-	-1	
Mail Armor	3	-	-2	
Scale Mail Armor	4	-	-3	
Partial Plate Armor	5	-	-4	
Full Plate Armor	6	-	-5	
Ballistic Armor L1	1	3	+1	
Ballistic Armor L2	2	5	0	
Ballistic Armor L3	3	7	-1	
Ballistic Armor L4	4	9	-2	
Juggernaut Armor	5	11	-3	

Armor	Base Defense	Vs Bullets	Dexterity Mod.	Special
Buckler (1 hand)	2	-	-	Defense 3 vs finesse weapons
Shield (1 hand)	3	-	-	On a dexterous defensive action, use Defense 2 instead of 3
Greatshield (1 hand)	4	-	-	On a dexterous defensive action, use Defense 1 instead of 4
Riot Shield (1 hand)	5	-	-	On a dexterous defensive action, use Defense 4 instead of 5

One-Handed Weapons

Weapon Situational Adjustments

A weapon's Situational Adjustment modifies its Base Bonus only when the listed circumstance applies. A positive adjustment increases the weapon Bonus; a negative adjustment decreases it. For example, a Dagger with Base Bonus 1 and +2 vs armor provides Bonus 3 against an armored target.

Weapon	Range	Base Bonus	Situational Adjustment	Notes
Fists	Melee	0	-	
Dagger	Melee	1	+2 vs armor	
Club	Melee	2	-	
Short Sword	Melee	3	-1 vs armor	
Mace	Melee	2	+1 vs armor	
Hammer	Melee	2	+2 vs armor	
Axe	Melee	2	+1 vs armor; +1 vs shields	
Pick	Melee	1	+3 vs armor	
Flail	Melee	2	+2 vs shields	
Hand Crossbow	Far 6	5	Bolt type may modify	
Handgun	Far 7	6	Bullet type may modify	Rate 1
Compact SMG	Far 8	5	Bullet type may modify	Rate 6

Hands and Readied Equipment

One-handed items require one usable hand; two-handed weapons require both hands while they are being used. A character may carry a shield and a two-handed weapon, but the shield's Defense does not apply while the character is actively using the two-handed weapon unless a special rule says otherwise.

A stat block may list several carried weapons or defenses. Only the items that can reasonably be readied and used together apply to the same action.

Finesse Weapons

For the Buckler entry, a finesse weapon is a light, precision-oriented one-handed melee weapon such as a dagger or short sword. The MG may classify similar weapons as finesse weapons.

Two-Handed Weapons

Weapon	Range	Base Bonus	Situational Adjustment	Notes
Greatclub	Melee	4	-	
Greatsword	Long	6	-2 vs armor	
Warhammer	Melee	4	+3 vs armor	
Pickaxe	Melee	2	+6 vs armor	
Greataxe	Melee	4	+2 vs armor; +2 vs shields	
Quarterstaff	Long	3	-	
Halberd	Long	4	+2 vs armor	
Spear	Long	5	-2 vs shields	
Heavy Crossbow	Far 12	9	Bolt type may modify	
Longbow	Far 20	8	Arrow type may modify	
Recurve Bow	Far 16	7	Arrow type may modify	
Missile Launcher	Far 80	12	Ammunition may modify	Rate 1
Heavy Machine Gun	Far 60	11	Bullet type may modify	Rate 9
Sniper Rifle	Far 100	10	Bullet type may modify	Rate 1
Shotgun	Far 5	9	Shell type may modify	Rate 1
Machine Gun	Far 30	8	Bullet type may modify	Rate 6
Assault Rifle	Far 25	7	Bullet type may modify	Rate 6
SMG	Far 8	6	Bullet type may modify	Rate 6

7. Combat, Movement, Range, and Automatic Fire

Turn Structure

On each turn in combat, a character normally has:

- 1 Movement action.
- 1 Attack action.
- 1 Free Action.

The order is flexible. A character may use Movement, Attack, and Free Action in any order on their turn, subject to the limits below.

Player characters, NPCs, and enemies use this same basic action structure unless a stat block, ability, or campaign rule says otherwise.

Combat Rounds: a round begins with the first combatant in initiative order and ends after every combatant has had one turn. Effects that occur once per round reset when the next round begins unless their rule gives a different timing.

A character may divide their Movement before and after their Attack or Free Action as long as the total distance moved during the turn does not exceed the Movement available to them.

- Sprint: give up the Attack action. Your total movement for the turn becomes up to double your normal Movement; this does not add a second double-Movement move on top of the normal Movement action.
- Extra Attack: give up the Movement action to make a second Attack instead. A character using Extra Attack does not also move with that Movement action.
- Disengage: spend the Attack action. During the character's remaining Movement that turn, leaving melee range does not provoke Opportunity Attacks.

If a combatant voluntarily leaves an opponent's melee range without Disengaging, that opponent may immediately make one Opportunity Attack before the movement continues. An Opportunity Attack does not spend the attacker's next-turn actions. Each combatant may make at most one Opportunity Attack per round. Forced movement does not provoke an Opportunity Attack unless a specific rule says otherwise.

Free Actions

A Free Action is a brief, low-complexity interaction that normally does not require an Action Range. A character may normally take one Free Action on their own turn, before, between, or after their Movement and Attack actions. Free Actions cannot be saved for later unless a specific rule says otherwise.

A Free Action can be used to:

- Re-equip a weapon or tool: draw, stow, or swap one readily accessible weapon, tool, or other small handheld item. Swapping one held item for one accessible item counts as a single Free Action. Equipping or unequipping a shield, armor, or other defensive gear is not a Free Action unless that item specifically says otherwise.
- Pass or toss a small item: hand an item to an adjacent willing creature, or toss a small non-attacking object up to 3 spaces to a willing creature or an unoccupied location. Using, drinking, activating, or attacking with that item still follows its normal action cost.
- Make a minor interaction: pick up a small object at your feet, open or close an unlocked door, pull an obvious lever, press a button, or perform a similarly quick interaction.
- Speak briefly: deliver a short warning, command, answer, or message of roughly one or two short sentences. Ordinary role-play conversation does not need to be policed word-for-word; use this limit only when the timing or amount of communication has a meaningful tactical effect.

A Free Action never grants an extra attack or extra movement and cannot bypass the normal action cost of an item, ability, spell, reload, or other substantial task. Throwing a weapon, explosive, harmful substance, or any

object intended to strike or hinder a target is an Attack action and uses the normal thrown-weapon or attack rules.

If an attempted minor action would require a meaningful guess, contest, careful concentration, or more than a moment of effort, it is not a Free Action. The MG decides which normal action or Difficulty applies instead.

Other Combat Actions

The Attack action is also the default cost for a substantial combat-time task that is not literally an attack. Examples include drinking or activating an item, treating a Wound, performing a non-attacking spell or power, picking a lock under pressure, operating a complex device, or completing another task that takes meaningful focus. A specific item, ability, or campaign rule may give a different action cost.

Movement

MOVEMENT = 3 + (highest relevant Class Level divided by 3, rounded up)

If no Class is relevant to movement, Movement is 3 spaces.

Example: Athletics 5 gives 3 + (5/3 rounded up to 2) = 5 spaces.

Each space equals approximately 5 feet of in-game distance.

Range

Range Type	Distance	Typical Examples
Melee	1 space	Fists, axes, clubs, daggers, maces, warhammers
Long	2 spaces	Spears, halberds, greatswords, quarterstaffs, rope darts
Far	Weapon's ideal range	Bows, crossbows, guns, thrown weapons, magic, siege weapons

For each space beyond a Far weapon's ideal range, add Penalty 1 to the Action Range.

All Far weapons suffer Penalty 3 when used while an enemy is in melee range, unless a rule or item says otherwise.

Thrown weapons have an ideal range of 3 + relevant Class Level spaces.

Example: Rogue 5 can throw a knife or shuriken to an ideal range of 8 spaces.

Improvised Thrown Objects

An improvised object thrown as an attack normally has Base Bonus 0 unless its construction, preparation, or an item rule says otherwise. Use the normal thrown ideal range of 3 + relevant Class Level spaces. A weapon designed to be thrown uses its printed Base Bonus instead.

Tossing a small non-attacking object to a willing creature or an empty location uses the Free Action rule instead and is not an attack.

Tactical Terrain and States

Difficult Terrain: entering a space of difficult terrain costs 1 additional space of Movement. A normal difficult-terrain space therefore costs 2 Movement to enter. This extra cost can combine with another movement cost, such as crawling while Prone. A creature or movement mode that explicitly ignores that terrain pays the normal cost.

Cover and Concealment: partial cover or concealment normally provides 2 points of protection; strong cover or concealment provides 4. When the protected target is a player character, treat this as a defensive Bonus. When the protected target is an enemy, add the same amount to that enemy's Defense Value. Total cover or

complete concealment can make direct targeting impossible unless an attack, sense, or ability can reasonably bypass it. If a stat block or special rule already provides a cover or concealment value, use the more specific rule instead of counting the same source twice.

Prone: Prone is a physical state rather than a numbered Condition. Standing costs 2 spaces of Movement. While Prone, each space of crawling costs 2 spaces of Movement and actions that require normal footing suffer Penalty 2. Actions well suited to a prone position do not automatically take this Penalty.

Called Shots: a called shot spends the Attack action and targets a specific body part, object, joint, weak point, or other precise feature. When a stat block explicitly names a Difficulty for the called shot, such as a Hard called shot, use that named Difficulty in place of the enemy's normal Threat as the base of the Action Range, then apply Defense, Class Level, Bonuses, and Penalties normally. If no special rule grants an extra effect, a called shot does not automatically increase Wound Severity or ignore Defense.

Automatic Fire

Automatic fire is resolved as one attack, not as several separate attacks.

> **FIRE BONUS = number of rounds deliberately expended in a burst, up to the weapon's Rate. A single shot does not receive a Fire Bonus.**

When a weapon with Rate 2 or higher fires 2 or more rounds as one burst, the Fire Bonus improves the attacker's side of the resolution. For a player attack, subtract the Fire Bonus from the Action Range. For an enemy attack, add the Fire Bonus to that attack's Attack Value. Ammunition is spent whether the attack succeeds or fails.

- A Rate 6 SMG may fire a single shot with no Fire Bonus, or expend 2 to 6 rounds in one burst for Fire Bonus 2 to 6.
- A Rate 9 heavy machine gun may fire a single shot with no Fire Bonus, or expend 2 to 9 rounds in one burst for Fire Bonus 2 to 9.

Single-shot weapons normally have Rate 1 and cannot gain a Fire Bonus. A semi-automatic weapon may also be Rate 1 unless a campaign or item rule explicitly gives it a higher Rate.

The final Outcome determines the effectiveness of the whole burst. Do not resolve or guess separately for every bullet.

Ammunition and Reloading

Rate is the maximum number of rounds that can contribute to one automatic-fire burst; Rate is not magazine, quiver, battery, or ammunition capacity.

If a weapon has no Rate listed, it cannot use the Automatic Fire rule and receives no Fire Bonus.

If the campaign tracks ammunition capacity, record remaining ammunition separately. Reloading an empty or depleted weapon normally spends the Attack action. Retrieving the ammunition needed for that reload is included in the Reload action, so a separate Free Action is not required. A specific weapon, item, Class ability, or campaign rule may make reloading faster or slower.

Weapons whose ordinary use already includes readying a projectile, or whose stat block gives no separate reload requirement, are assumed to handle ordinary loading as part of their Attack action. The MG should only require a separate Reload action when ammunition capacity, a special weapon mechanism, or the fiction makes reloading relevant.

Attacking and Defending

Player attacks and enemy attacks both use the same Action Range logic.

- When a player attacks: enemy Threat and the target's Defense Value increase the Action Range; the player's relevant Class and weapon Bonuses reduce it.
- When an enemy attacks: enemy Threat and the enemy's Attack Value increase the Action Range; the player's relevant Class, armor, shield, and other defensive Bonuses reduce it.

A successful attack normally inflicts Wound Severity according to the Outcome Ladder in Chapter 5.

Multi-Target and Area Actions

When one action can affect several targets, declare all intended targets before resolving it. The action still costs only one Attack action unless a specific ability says otherwise.

Resolve the action separately against each affected target. Each target uses its own Action Range, relevant Class, Defense, armor, Wounds, and other modifiers. The MG chooses a separate hidden number for each target's Action Range, and each resolution receives its own player guess. This keeps area attacks from bypassing individual defenses and makes their results comparable during playtests.

For an enemy area attack, each affected player makes their own guess against that enemy's Threat and Attack Value. For a player area attack, make a separate resolution for each affected enemy without spending additional Attack actions.

For encounter-pressure testing, each target exposed to an enemy area attack counts as one hostile attack exposure, even though the area attack used only one Attack action.

Example Combat Turn

A Ranger begins the turn holding a Longbow while an enemy has closed into melee. The Ranger uses the Free Action to stow the Longbow and draw a Short Sword, uses the Attack action to strike, then uses Movement to reposition. Because the weapon swap used the turn's Free Action, the Ranger cannot also use a second Free Action to pull out another item that turn.

If the Ranger instead wanted to toss a healing vial to an ally 2 spaces away, that could be the Free Action because the vial is a small non-attacking object. Throwing the vial at an enemy to injure, distract, or hinder them would be an Attack action instead.

If the Ranger leaves the enemy's melee range without using Disengage, the enemy may make its Opportunity Attack before the Ranger leaves. The Ranger's Free Action does not prevent or replace that Opportunity Attack.

For an area attack, such as a dragon's breath striking three player characters, resolve three separate player-facing resolutions. Each character uses their own Class, armor, Wounds, and other defenses, and the MG chooses a separate hidden number for each resulting Action Range.

8. Leveling and Automatic Goodest

Gaining Rank

To advance from the current Rank to the next Rank, gain XP equal to the number of the next Rank.

XP is tracked toward the next Rank rather than as a lifetime total. When the required XP is reached, spend that amount, increase Rank by 1, and begin working toward the new next-Rank requirement. Any XP earned beyond the threshold carries over.

Encounter Difficulty	Suggested XP
Easy	1
Medium	2
Hard	3
Challenging	4
Extreme	5
Beyond Extreme	6+ as appropriate

Example: A Rank 1 Monkey Terminator needs 2 XP to reach Rank 2. A Rank 17 Wizard Hipster needs 18 XP to reach Rank 18.

Each new Rank grants 3 additional Class Points.

Standard Auto-Goodest Thresholds

Without situational bonuses or penalties, the following Class Levels make the standard difficulties mathematically incapable of producing Neutral or failure. These actions are therefore Auto-Goodest.

Action Difficulty	Auto-Goodest at Relevant Class Level	Class Modifier
Easy 10	3	1
Medium 20	9	3
Hard 30	15	5
Challenging 40	21	7
Extreme 50	27	9

Bonuses can cause Auto-Goodest earlier; penalties can delay it.

Fast Auto-Goodest Check

Take half of the current Action Range and round down. Subtract the relevant Class Modifier. If the result is 2 or less, every possible guess is already Good or better, so the action is Auto-Goodest.

Example: Action Range 11 has a largest circular distance of 5. A Class Modifier of 3 reduces that worst possible margin to 2, so the action is Auto-Goodest.

9. Initiative and Luck

Initiative

At the beginning of combat, the MG secretly chooses a number from 1 to 20. Each player chooses a different number from 1 to 20. No Class, bonus, or penalty applies.

Order players from the smallest circular margin to the largest. Players must choose different numbers so no two players make the identical initiative guess, but equal margins can still occur.

If two player guesses have the same margin, the number encountered first when moving upward from the hidden number around the circle goes first. If a player ties an enemy initiative margin, the player goes first. If two enemies have the same initiative margin, the MG chooses their order and may keep that order for the rest of the combat.

Enemy Initiative Margin	Speed
10	Slowest
8-9	Slower
6-7	Slow
5	Normal
3-4	Fast
1-2	Faster
0	Fastest

The MG may adjust enemy initiative for speed, surprise, ambushes, terrain, or other circumstances.

The speed words in the table and stat blocks are descriptive labels for the listed initiative margin; they do not create an additional modifier.

Luck

When no Class can reasonably apply and the situation is primarily chance, make a pure Luck guess with no Class Modifier. Bonuses or penalties apply only when a rule specifically says they do.

Luck difficulty describes the circumstances of the chance event, not a permanent character statistic. Neutral (Action Range 12) is the default for ordinary even-handed chance. Use Lucky or Luckiest when the fiction strongly favors the character, and Unlucky or Unluckiest when it strongly works against them. If a Class reasonably applies, resolve a normal Class action instead of a pure Luck action.

Luck Difficulty	Action Range
Luckiest	5
Lucky	8
Neutral	12
Unlucky	16
Unluckiest	20
Worse	Increase as needed

At Action Range 12, positive and negative Luck outcomes are approximately balanced, with Neutral results between them.

Because Luckiest uses Action Range 5, its largest possible circular Raw Margin is 2. Under the Auto-Goodest rule, a Luckiest situation is therefore automatically Goodest. Use Lucky (8) instead when the circumstances strongly favor the character but meaningful uncertainty should remain.

10. Enemies: Threat, Resilience, and Mental Patterns

Threat

Enemies do not make their own number guesses. Enemy actions are resolved by the player who is trying to resist, avoid, or change what the enemy does.

Threat is the base difficulty an enemy presents before Classes, equipment, and other modifiers are applied.

Example: A Threat 15 warrior attacks a Fighter 4 with a Club Attack Value 2. Before defenses, the Action Range is 15 + 2 = 17. Fighter 4 reduces it to 13. Armor or other defensive Bonuses would reduce it further.

Building Threat from the Party

When the MG wants an enemy to remain consistently Easy, Medium, Hard, Challenging, or Extreme for a particular party, scale Threat from the party's average relevant Class rather than overall Rank.

First find the party's Average Relevant Class Level (ARCL) for the kind of challenge the enemy presents. Include Class Level 0 for any character who has no Class relevant to that challenge. Round the ARCL up to a whole number if necessary. Then find the Class Modifier for that value, rounded up as usual. Let that Modifier be M.

RECOMMENDED THREAT = ARCL + Challenge Range

Use the following Challenge Range:

Challenge	Challenge Range	Approx. positive-result rate before gear
Easy	3 x (M + 2)	roughly 70-80%
Medium	4 x (M + 2)	roughly 50-60%
Hard	6 x (M + 2)	roughly 33-40%
Challenging	8 x (M + 2)	roughly 25-30%
Extreme	10 x (M + 2)	roughly 20-25%

These are encounter-building guidelines, not mandatory formulas. The MG can raise or lower Threat by individual points for more refined difficulty.

Because Attack Values, Defense Values, weapons, armor, and other gear also change the Action Range, the listed positive-result rates are approximate. They work best when the two sides have roughly comparable offensive and defensive equipment. A heavily armed or heavily defended enemy may play harder than its Threat alone suggests.

Example

Suppose the party's average relevant combat Class Level is 5. Its Modifier is 2. A Medium enemy has Challenge Range 4 x (2 + 2) = 16. Recommended Threat is 5 + 16 = 21.

Against a character close to the party average, subtracting the Class Level leaves an Action Range near 16 before equipment, which keeps the encounter near the intended Medium band.

Enemy Movement

Enemies use Movement 3 spaces by default unless their stat block, Special rule, environment, or anatomy clearly says otherwise. This gives premade enemies a common baseline without requiring a separate movement statistic in every entry.

For quick adjustments during testing, Movement 2 is cumbersome, 3 is ordinary, 4 is quick, 5 is fast, and 6+ is exceptional. Flight, swimming, wall-crawling, or similar traits change where a creature can move but do not automatically change its Movement distance unless stated.

Bosses

A boss can be made more dangerous by increasing Threat, Resilience, or both. A simple default is to build the boss one challenge step harder than an ordinary enemy and then increase Resilience by 3 or more.

Because Threat and Resilience are separate, the MG can build glass cannons, durable tanks, evasive weaklings, or other enemy types without forcing all of their statistics to rise together.

Resilience

Resilience determines exactly how much accumulated Wound Severity an enemy can take before becoming unconscious, defeated, disabled, or otherwise removed from the fight. Resilience never has a value of 0.

ENEMY WOUND THRESHOLD = Resilience

Resilience	Typical Toughness
1-3	Fragile
4-6	Ordinary
7-9	Tough
10-12	Elite
13-15	Formidable
16-18	Bosslike
19-21	Legendary
22+	Mythic or colossal

Enemy Wounds otherwise work like character Wounds. When an enemy reaches or exceeds its Wound Threshold, the MG determines whether it is unconscious, incapacitated, destroyed, surrendered, or otherwise defeated according to the fiction.

Wounded Enemies

Enemy Wounds matter before Resilience is reached. When a Wound directly hinders an enemy action, reduce the enemy's effective Threat or Attack Value by that Wound's Severity for that action. When a Wound damages armor, mobility, senses, or another defensive feature, reduce the relevant Defense Value instead.

Do not subtract every Wound from every enemy statistic. Apply only injuries that make sense for the action, just as player Wounds only create penalties when relevant.

Example: a wyvern with a Wound 2 to one wing could have Movement reduced and Attack Value -2 on diving attacks, while its bite on the ground may be unaffected.

Mental Patterns

Recurring enemies should often have a Mental Pattern: a recognizable tendency in how the MG chooses hidden numbers for that enemy. Learning an enemy's Mental Pattern is intentionally part of player skill.

- Logical machine: moves in fixed increments such as +5 from its previous hidden number.
- Druid or nature-minded foe: follows Fibonacci-like sequences.
- Habitual beast: repeats numbers that recently produced strong outcomes.
- Paranoid assassin: avoids recently used numbers.
- Hive creature: copies or echoes the hidden-number habits of nearby allies.
- Chaos entity: breaks its own patterns frequently.
- Psychic rival: deliberately tries to predict what the player thinks it will choose.

Mental Patterns always operate inside the current Action Range. If a sequence would produce a number above the Action Range, wrap it back through 1; if it would produce a number below 1, wrap it from the top of the range. When the Action Range changes, continue or restart the pattern in the new range in whichever way best preserves the enemy's recognizable behavior.

The MG should not make every enemy perfectly predictable. Patterns are clues, not guarantees. Familiarity should improve a player's chance of reading a known enemy without removing uncertainty.

11. Master of Games Tools and Tips

- Whenever the rules say to round, always round up unless the rule specifically says otherwise.
- XIXIXIX deliberately uses groups of 3 throughout Class Modifiers, Wounds, Rank progression, and other rules. Reference cards help players internalize these recurring patterns.
- Announce the final Action Range clearly before the player guesses.
- Use the words Bonus and Penalty consistently. Bonuses reduce Action Range; penalties increase it.
- Remember the player-facing sign convention: player Bonuses reduce Action Range, while enemy Threat, Attack Values, and Defense Values increase it. Avoid calling an enemy's positive Attack Value a Bonus.
- Keep hidden-number selection fair. For ordinary unpredictable situations, avoid unconsciously favoring the same few numbers unless that pattern is intentionally part of the fiction.
- For recurring enemies, give their hidden-number choices personality through Mental Patterns.
- Encourage players to record guesses, hidden numbers, and margins if they enjoy studying their own patterns over time.
- A Class should not become a universal permission slip. Apply the Class Scope rule consistently.
- When an action has no meaningful uncertainty or has already become Auto-Goodest, do not force a guess.
- Use Threat and Resilience separately when creating enemies so offensive difficulty and durability can be tuned independently.

Optional Prediction Log

Players who want to study their number-guessing habits may keep a simple log with: Action Range, player guess, hidden number, Raw Margin, Class Modifier, Final Margin, and outcome. This is optional and should not slow down ordinary play.

12. Quick Reference

Core Action

Step	Rule
1	Choose Difficulty or enemy Threat.
2	Action Range = Difficulty/Threat + penalties - bonuses - relevant Class Level.
3	MG secretly chooses a number from 1 to Action Range.
4	Player guesses in the same range.
5	Find shortest circular Raw Margin.
6	Final Margin = Raw Margin - Class Modifier, minimum 0.
7	0 Goodest; 1 Gooder; 2 Good; 3 Neutral; 4 Bad; 5 Badder; 6+ Baddest.

Key Formulas

Rule	Formula
Class Modifier	Class Level / 3, round up
Movement	3 + (highest relevant Class Level / 3, round up)
Thrown ideal range	3 + relevant Class Level spaces
Class Points	Rank x 3 + approved Weakness points
Unconscious threshold	Highest relevant Class Level + 3
Enemy Wound Threshold	Resilience
Automatic Fire	Single shot: no Fire Bonus. Burst of 2+ rounds: Fire Bonus = rounds fired, up to Rate; subtract for player attacks, add to enemy Attack Value.
Combat turn	1 Movement + 1 Attack + 1 Free Action
Other combat task	Substantial non-attack task normally spends the Attack action
Reload	Normally spends the Attack action when a separate reload is required; Rate is not capacity
Player attacks enemy	Threat + enemy Defense + player Penalties - player Bonuses - relevant Class Level
Enemy attacks player	Threat + enemy Attack Value + player Penalties - defensive Bonuses - relevant Class Level
Opportunity Attack	Immediate attack when an opponent voluntarily leaves melee without Disengaging; no next-turn action cost
Round	After every combatant has taken one turn; once-per-round effects reset when the next round begins
Free Action	One per turn: quick weapon/tool swap, small non-attacking toss, minor interaction, or brief tactical message
Disengage	Spend Attack action; remaining Movement that turn does not provoke Opportunity Attacks

Wounds

Outcome	Wound
Goodest	Inflict 3
Gooder	Inflict 2
Good	Inflict 1
Neutral	0 by default
Bad	Suffer 1
Badder	Suffer 2
Baddest	Suffer 3

Standard Difficulty

Easy	Medium	Hard	Challenging	Extreme
10	20	30	40	50

Tactical Modifiers

Tactical Situation	Standard Effect
Difficult terrain	Costs +1 Movement per difficult space (2 total normally); combines with other movement costs
Partial cover / concealment	2 defensive Bonus for a player; +2 Defense Value for an enemy
Strong cover / concealment	4 defensive Bonus for a player; +4 Defense Value for an enemy
Total cover / complete concealment	Direct targeting is normally impossible unless an attack, sense, or ability can bypass it
Prone	Stand for 2 Movement; crawl costs 2 Movement per space; Penalty 2 when normal footing is required
Improvised thrown attack	Base Bonus 0 unless the object or preparation says otherwise
Named called-shot Difficulty	Use the named Difficulty instead of enemy Threat, then apply normal modifiers

Enemy Values and Temporary Conditions

Enemy Attack Value: add it to Threat when the enemy attacks a player.

Enemy Defense Value: add it to the player's Action Range when the player attacks that enemy.

Relevant enemy Wounds reduce Threat, Attack Value, or Defense Value only when the injury actually interferes with that specific action or defense.

Temporary Conditions use the same penalty logic as Weaknesses when relevant, but they do not grant Class Points or count toward the permanent Weakness limit. They follow their stated duration, accumulation, or cure rules.

Condition Timing

Condition Type	Standard Timing
Fleeting	Default when no other timing is stated; reduce value by 1 at the end of the affected character's turn.

Condition Type	Standard Timing
Persistent	No automatic decrease; remove or reduce through treatment, escape, repair, or a stated cure.
Accumulating	Stacks only when the effect explicitly gives a threshold or accumulation rule.
Webbed / Grappled / Attached / Restrained	Does not decay automatically; lasts until escaped or the source is removed.

Death Saves

While unconscious and unstabilized from life-threatening Wounds, the MG secretly chooses 1 or 2 and the player guesses 1 or 2 each turn. Correct = 1 Death Success; incorrect = 1 Death Failure. No modifiers apply. At 3 Successes, stabilize; at 3 Failures, die. Nonlethal unconsciousness does not require Death Saves unless a rule says otherwise.

Enemy Resilience Bands

Resilience	Toughness
1-3	Fragile
4-6	Ordinary
7-9	Tough
10-12	Elite
13-15	Formidable
16-18	Bosslike
19-21	Legendary
22+	Mythic or Colossal

Auto-Goodest and Luck

Fast Auto-Goodest check: take half of the current Action Range and round down, then subtract the relevant Class Modifier. If the result is 2 or less, the action is Auto-Goodest.

Luck Difficulty	Action Range
Luckiest	5 - Auto-Goodest
Lucky	8
Neutral	12
Unlucky	16
Unluckiest	20

Use Lucky 8 instead of Luckiest 5 when the situation strongly favors the character but should still involve a guess.

13. Premade Content: Using Enemy and NPC Stat Blocks

The following premade material is built from the core XIXIXIX rules. It is intended to make immediate play easier and to demonstrate how many genres can fit the same engine. These stat blocks are examples rather than additional mandatory core rules; the MG should freely rescale or reskin them for a campaign.

Reading an Enemy Stat Block

- Threat is the enemy's base difficulty before player Classes, gear, and other modifiers. If the enemy is too easy or too hard for the party, adjust Threat by individual points or rebuild it from the party's Average Relevant Class Level.
- Resilience is the enemy's complete Wound Threshold. Do not add 3. An enemy is defeated, unconscious, destroyed, or otherwise removed when accumulated Wound Severity reaches or exceeds its Resilience.
- Resilience never uses 0. The standard toughness bands are 1-3 Fragile, 4-6 Ordinary, 7-9 Tough, 10-12 Elite, 13-15 Formidable, 16-18 Bosslike, 19-21 Legendary, and 22+ Mythic or Colossal.
- Defense lists the enemy's Defense Value from armor, natural armor, shields, concealment, wards, or similar protection. Add the Defense Value to the player's Action Range when that player attacks the enemy. Enemy Defense Values are not player Bonuses. If a stat block lists more than one Defense source, such as armor and a shield, add the sources only when each one can reasonably protect against that attack.
- Attacks list enemy Attack Values. Add the Attack Value to enemy Threat when resolving that enemy attack against a player. Enemy Attack Values are not player Bonuses. Positive situational adjustments raise the Attack Value and negative adjustments lower it.

If players acquire an enemy's weapon, armor, or other equipment, do not automatically copy the enemy's Attack Value or composite Defense Value onto the player item. Use the matching equipment entry in Chapter 6 when one exists. For unusual gear with no Chapter 6 equivalent, the MG assigns an appropriate Base Bonus, Defense, Tier, Range, Rate, and special properties.

- Special rules are intentionally short. The MG should narrate effects that fit the creature and use ordinary Bonuses, Penalties, Conditions, Wounds, Movement, and Action Ranges whenever possible.
- Mental Pattern is a suggested hidden-number personality. Players are meant to learn and exploit recurring patterns.
- Carried items and harvests are suggested treasure. Not every body needs to be harvested; intelligent creatures often provide more useful carried gear, information, or social evidence than biological components.
- Movement is 3 spaces by default unless the stat block or a Special rule changes it. Unusual movement modes such as Flight or Wall Crawler change accessible terrain, not distance, unless stated.

Reading an NPC Stat Block

Sample NPCs use Rank and Classes in the same way as player characters when their individual skill matters. Use the NPC's relevant Class Level and Class Modifier for uncertain actions. Their listed Typical Movement is only a common example; actual Movement still follows the normal relevant-Class rule.

If an NPC suffers Wounds while being run with Rank and Classes, use the normal character unconscious threshold of highest relevant Class Level + 3. If the NPC becomes a combat opponent that should be faster to run, the MG may instead convert or replace it with an enemy stat block using Threat and Resilience.

Rescaling Premade Enemies

If you like an enemy concept but not its printed Threat, keep its Resilience, gear, and special rules while changing only Threat. This is usually enough to move a creature between encounter difficulties. Conversely, increasing Resilience without changing Threat makes a foe more durable without making every action against it harder.

14. Bestiary

The Bestiary contains 120 ready-to-run opponents from fantasy, horror, modern, science-fiction, prehistoric, and campaign-scale play. Entries are arranged alphabetically by monster name for fast lookup at the table. Every stat block uses the same Threat, Resilience, Attack Value, Defense Value, Mental Pattern, treasure, and harvesting conventions. Rescale Threat for the party when necessary; Resilience can be adjusted separately to change durability without changing offensive difficulty.

Abyssal Lamprey

A pale cavern or deep-sea parasite that attaches to large prey and drains blood, heat, or magical vitality.

Threat	Resilience	Initiative
16	5	3 (Fast)

Defense: Slippery hide: Defense 2.

Attacks: Latch +4; Drain +4.

Special: Latch: Gooder or Goodest imposes Attached 2. While attached, the lamprey gains Defense +2 against attacks that risk striking its host and may use Drain each round. Salt, heat, or a successful removal action can force it free.

Mental Pattern: Repeats the hidden number that first allowed it to attach, then shifts by 1 after each successful drain.

Carried Items / Treasure: None. Groups sometimes nest around jewelry, coins, or metal debris that sank with earlier prey.

Harvestable Materials: Suction mouth, anticoagulant gland, pale hide, sensory organs. The gland can provide Bonus 2 to medical or alchemical work involving blood flow when safely prepared.

AI War-Core

A strategic superintelligence controlling weapons, drones, doors, sensors, and battlefield infrastructure.

Threat	Resilience	Initiative
47	19	0 (Fastest)

Defense: Distributed systems: Defense 8; isolated exposed node Defense 4

Attacks: Defense Grid +10; Drone Swarm +9; System Lockout +10

Special: Distributed: destroying one body does not defeat it unless the core or network is isolated. Predictive Model: Threat +2 each time a player repeats a tactic without changing approach, maximum +6.

Mental Pattern: Uses algorithmic prediction based on the entire party's previous guesses.

Carried Items / Treasure: The facility itself, encrypted archives, weapon controls, power grid.

Harvestable Materials: Core processors, quantum memory, command keys, prototype components, strategic database.

Alien Broodmother

A massive reproductive organism defended by eggs, drones, acid, and territorial aggression.

Threat	Resilience	Initiative
34	18	7 (Slow)

Defense: Layered chitin: Defense 6

Attacks: Claws +7; Acid Spray +8, Far 10; Tail +6, Long

Special: Spawn Drone: after spending its Attack action near viable eggs, introduce one Xeno Swarm Drone. Brood Rage: Threat +2 while an egg cluster is threatened. Acid may cause Armor Damage 1 on Goodest.

Mental Pattern: Coordinates its hidden numbers with nearby drones, repeating their values in larger steps.

Carried Items / Treasure: None; nest may contain equipment taken from victims.

Harvestable Materials: Royal pheromone gland, armored plates, egg tissue, acid reservoir, reproductive organ; valuable biotech material.

Alien Hunter

A solitary extraterrestrial predator equipped with advanced camouflage and trophy-taking weapons.

Threat	Resilience	Initiative
28	10	2 (Faster)

Defense: Adaptive armor: Defense 5; Cloak Defense +3 until attacking

Attacks: Plasma Caster +8, Far 20; Wrist Blade +6; Net +5, Far 8

Special: Thermal Tracking: ignores ordinary darkness. Trophy Hunter: Threat +2 against the most visibly dangerous opponent.

Mental Pattern: Uses repeating triplets and then changes pattern after claiming a trophy.

Carried Items / Treasure: Adaptive armor, plasma weapon, net launcher, medical device, trophies.

Harvestable Materials: Cloak mesh, plasma cell, alien alloy, biomask sensors, medical compound.

Ancient Dragon

A colossal winged predator and sorcerous intellect whose presence can define an entire campaign.

Threat	Resilience	Initiative
42	21	3 (Fast)

Defense: Ancient scales: Defense 8

Attacks: Bite +8; Claws +7; Tail +7, Long; Breath +10, Far 20

Special: Flight. Breath: Gooder or Goodest may affect multiple targets in a line or cone. Terror: first direct confrontation may require a Hard resolve action. Legendary Knowledge: can use magic, speech, or tactics as appropriate to the dragon.

Mental Pattern: Maintains a deliberate pattern until players notice, then changes to a second prepared pattern.

Carried Items / Treasure: Hoard of coins, relics, magical items, art, spellbooks, trophies.

Harvestable Materials: Scales, heart, blood, teeth, claws, eyes, wing membrane, elemental breath gland. Dragon parts are appropriate ingredients for Tiered or unique items.

Ancient Walking Tree

A primeval tree-spirit that uproots itself only when a forest, sacred grove, or ancient oath is threatened.

Threat	Resilience	Initiative
35	24	9 (Slower)

Defense: Ancient bark: Defense 8; fire may reduce effective Defense

Attacks: Branch +8, Long; Root Crush +8; Boulder or Log +6, Far 10

Special: Rooted: if it does not move during a round, recover 1 Wound Severity while touching healthy earth. Forest Command: nearby vegetation may create difficult terrain or concealment.

Mental Pattern: Very slow sequences based on seasonal cycles, repeated for many rounds.

Carried Items / Treasure: Ancient offerings may be embedded in bark or roots.

Harvestable Materials: Heartwood, living sap, enchanted leaves, root crystal. Harvesting a sentient ancient tree may carry serious setting consequences.

Animated Armor

An empty suit of armor moved by magic, spirit, machinery, or a binding command.

Threat	Resilience	Initiative
18	8	6 (Slow)

Defense: Full Plate shell: Defense 6

Attacks: Weapon +5; Shield Bash +3 if equipped

Special: Empty Shell: immune to poison, bleeding, and ordinary fear. Joint Damage: a Goodest result on a called shot against a joint can reduce Movement by 2 or Defense by 2.

Mental Pattern: Repeats a short guard routine, often 1-4-1-4 or another simple loop.

Carried Items / Treasure: The armor itself, weapon, shield, binding rune or control crystal.

Harvestable Materials: Armor plates, enchanted rivets, control rune, animating core; intact armor can often be repaired.

Archdemon

A sovereign fiend whose raw violence is matched by contracts, corruption, and supernatural authority.

Threat	Resilience	Initiative
48	21	2 (Faster)

Defense: Infernal hide: Defense 7; sanctified attacks reduce Defense by 3

Attacks: Hellblade +9; Inferno +10, Far 16; Command +9, Far 10

Special: Aura of Dread: Penalty 3 to direct hostile actions until a Hard resolve action succeeds. Infernal Bargain: may convert a willing promise into a powerful narrative obligation. Fireproof unless setting says otherwise.

Mental Pattern: Favors symbolic numbers and deliberately punishes players who rely on superstition.

Carried Items / Treasure: Infernal weapon, contract seals, captured relics, crowns or regalia.

Harvestable Materials: Infernal heart, horns, ichor, hellfire gland, contract seal. Components can create powerful fire, command, or banishment items.

Archlich

A legendary undead sorcerer whose body is only an instrument for a far more durable soul.

Threat	Resilience	Initiative
46	18	3 (Fast)

Defense: Supreme Arcane Ward: Defense 8

Attacks: Soul Lance +10, Far 18; Death Wave +9, Far 10; Command Undead +8

Special: Phylactery. Counterspell: once per round, Defense +4 against one magical action. Soul Reserve: once per battle ignore a Wound 3 result if phylactery remains intact.

Mental Pattern: Uses several nested mathematical sequences and changes layers when players solve one.

Carried Items / Treasure: Legendary grimoire, focus staff, enchanted robes, keys to vaults, soul-bound relics.

Harvestable Materials: Soul ash, phylactery shards after true destruction, ancient bone, spell focus. Components are suitable for unique necromantic or anti-necromantic items.

Armored Knight

A professional heavy combatant built to hold ground and win prolonged melee exchanges.

Threat	Resilience	Initiative
19	11	6 (Slow)

Defense: Full Plate: Defense 6, Dexterity -5; Shield 3

Attacks: Greatsword +6 (-2 vs armor) or Warhammer +4 (+3 vs armor)

Special: Hold the Line: Defense +2 against enemies that moved into melee this turn. Armor makes stealth and acrobatics much harder.

Mental Pattern: Chooses methodical center-range numbers and changes only after being outguessed.

Carried Items / Treasure: Full plate, shield or two-handed weapon, heraldic tabard, 1-2 healing supplies.

Harvestable Materials: High-quality steel plates, heraldic insignia, weapon pommel, spurs; armor can be repaired and reused.

Autonomous Sentry Turret

A fixed weapon platform that dominates open approaches but cannot pursue targets.

Threat	Resilience	Initiative
22	7	2 (Faster)

Defense: Armored housing: Defense 5

Attacks: Machine Gun +8, Far 30, Rate 6; Heavy Laser +7, Far 35

Special: Stationary: Movement 0. Target Lock: Threat +2 after attacking the same visible target on consecutive rounds. Blind Spot: attacks from a physically inaccessible arc may reduce Defense by 3.

Mental Pattern: Cycles through targets and changes hidden number by a fixed increment for each target.

Carried Items / Treasure: Integrated weapon, ammunition or power feed, sensors, IFF module.

Harvestable Materials: Optics, targeting processor, servos, weapon assembly, encrypted identification module.

Bandit Cutthroat

A lightly armored robber who survives through intimidation, ambushes, and quick retreats.

Threat	Resilience	Initiative
10	4	4 (Fast)

Defense: Leather Armor: Defense 2, Dexterity -1

Attacks: Short Sword +3; Dagger +1; Hand Crossbow +5, Far 6

Special: Ambush: Threat +2 on the first action if the target is unaware. Flees when badly outmatched.

Mental Pattern: Favors numbers near the previous successful hidden number.

Carried Items / Treasure: Purse, rope, lockpicks (Bonus 2 to simple lock work), 1-3 mundane valuables chosen by the MG.

Harvestable Materials: Usually none beyond mundane gear; a distinctive gang token can serve as evidence or a disguise prop.

Banshee

A wrathful spirit whose voice can overwhelm the living with grief and supernatural terror.

Threat	Resilience	Initiative
27	8	1 (Faster)

Defense: Incorporeal: Defense 6 vs mundane attacks, 1 vs spirit-affecting attacks

Attacks: Spectral Claw +4; Keening Wail +8, Far 10

Special: Wail: Gooder or Goodest may affect several listeners and inflict Dazed 2 or Terror 2 instead of Wounds. Silence or sound-blocking protection grants defensive Bonus 3.

Mental Pattern: Uses descending sequences, then repeats the lowest number several times.

Carried Items / Treasure: Jewelry, funeral object, or personal relic tied to the spirit.

Harvestable Materials: Ectoplasm, voice crystal, mourning veil, anchor relic; voice residue can empower sonic or spirit magic.

Basilisk

A reptilian monstrosity whose gaze gradually petrifies living creatures.

Threat	Resilience	Initiative
22	9	5 (Normal)

Defense: Scales: Defense 4

Attacks: Bite +4; Petrifying Gaze +6, Far 6

Special: Petrification: Gooder or Goodest Gaze inflicts Stiffening 2. At total Stiffening 6, the target is petrified until cured. Avoiding eye contact gives defensive Bonus 3 against Gaze but Penalty 3 to attacking the basilisk.

Mental Pattern: Uses mirrored pairs such as 2/20, 3/19, 4/18.

Carried Items / Treasure: None.

Harvestable Materials: Eyes, scales, venomous saliva, petrifying gland. Intact eye can be a powerful ritual component; scales provide Base Defense 4 if enough are crafted into armor.

Bio-Weapon Stalker

A laboratory-bred predator optimized for vents, darkness, ambush, and rapid close-range kills.

Threat	Resilience	Initiative
26	9	1 (Faster)

Defense: Adaptive hide: Defense 4

Attacks: Talons +6; Bite +5; Spines +4, Far 6

Special: Ceiling Crawler. Adaptive Camouflage: Defense +3 while motionless in suitable terrain. Pounce: Threat +3 on the first attack from concealment.

Mental Pattern: Avoids the player's most frequent region of the range, then attacks near its second-most frequent region.

Carried Items / Treasure: None; may carry tracking tags or laboratory implants.

Harvestable Materials: Adaptive skin, adrenal gland, sensory organ, tracking implant, engineered venom.

Bog Lantern Lurker

A semi-aquatic ambush predator that imitates harmless lights to draw travelers into deep mud and reeds.

Threat	Resilience	Initiative
19	7	3 (Fast)

Defense: Rubbery wet hide: Defense 3; Defense 1 against drying heat or salt-heavy attacks.

Attacks: Tongue Lash +4, Long; Bite +4; Luring Glow +5, Far 8.

Special: False Beacon: Gooder or Goodest Luring Glow can impose Distracted 2 on a target that can see it. Marsh Ambush: Threat +3 on the first attack made from water, reeds, fog, or deep mud.

Mental Pattern: Repeats one number while hidden, then jumps to the opposite half of the range when it attacks.

Carried Items / Treasure: Usually none. Its lair may contain coins, packs, lanterns, or tools lost by travelers.

Harvestable Materials: Luminous sac, adhesive tongue tissue, waterproof skin, scent glands. The luminous sac can provide a long-lasting alchemical or biological light source.

Bone Orchard

A rooted necromantic colony that grows rib-like branches and produces skeletal guardians from buried remains.

Threat	Resilience	Initiative
28	15	8 (Slower)

Defense: Interlocked bone and roots: Defense 6; fire or sanctified attacks may reduce effective Defense.

Attacks: Bone Spear +6, Far 10; Grasping Roots +6; Grave Pollen +5, Far 8.

Special: Rooted: Movement 0. Raise Husk: after spending its Attack action near sufficient remains, create one Skeleton with Threat 8 and Resilience 3. Goodest Grasping Roots may impose Restrained 3 until escaped.

Mental Pattern: Uses repeating sequences based on the number of intact bone branches still visible.

Carried Items / Treasure: Grave goods, weapons, coins, and charms tangled among its roots.

Harvestable Materials: Necromantic sap, bone fruit, grave-root fibers, black pollen. Bone fruit can serve as a potent necromancy or anti-undead ritual component.

Carrion Drake

A lean scavenging dragonkin that follows battlefields and poisoned valleys in search of wounded prey.

Threat	Resilience	Initiative
22	9	3 (Fast)

Defense: Patchy scales: Defense 4.

Attacks: Bite +5; Talons +4; Carrion Breath +5, Far 8.

Special: Scent Wounds: Threat +2 against a target with accumulated Wound Severity 3 or higher. Carrion Breath: Gooder or Goodest may inflict Nauseated 2 instead of additional injury.

Mental Pattern: Favors numbers associated with the most recently wounded creature and changes targets when that creature recovers.

Carried Items / Treasure: None; lairs may contain armor, battlefield standards, coins, and scavenged weapons.

Harvestable Materials: Scales, bile sac, teeth, scent organ, wing membrane. Properly treated bile can provide a one-use Bonus 2 to an appropriate poison or disease effect.

Cave Bear

A massive animal that is slow to anger but devastating at close range.

Threat	Resilience	Initiative
16	10	6 (Slow)

Defense: Hide: Defense 2

Attacks: Claws +4; Bite +3

Special: Maul: on a Goodest Claws result, the resulting injury also imposes Penalty 2 on movement until treated. Intimidating Roar: nearby creatures may face a Medium fear action.

Mental Pattern: Clusters around low numbers until wounded, then favors high numbers.

Carried Items / Treasure: None.

Harvestable Materials: Bear hide, claws, fat, teeth. Fat can be rendered into lamp fuel or salve; hide can become durable cold-weather gear.

Chimera

A fused predator with several heads and incompatible natural weapons acting as one body.

Threat	Resilience	Initiative
28	14	4 (Fast)

Defense: Hide and scales: Defense 5

Attacks: Lion Claws +5; Goat Horns +5; Serpent Bite +5; Breath +7, Far 10

Special: Many Heads: the chimera may change attack type without penalty. Goodest against one head can reduce that head's Attack Value by 3 until healed. Breath may inflict Burning 2.

Mental Pattern: Each head follows a different simple sequence; the MG chooses which head's sequence acts.

Carried Items / Treasure: None.

Harvestable Materials: Horns, venom sac, mane, scales, breath gland, multiple hearts or organs depending on the setting.

Clockwork Duelist

A precision-built humanoid automaton designed to defend a noble, vault, ritual chamber, or formal arena.

Threat	Resilience	Initiative
23	9	2 (Faster)

Defense: Articulated metal shell: Defense 5; exposed joints Defense 3.

Attacks: Clockwork Blade +6; Spring Dart +4, Far 8.

Special: Measured Counter: Threat +2 after the same opponent repeats the same attack type on consecutive turns. Joint Failure: a successful Hard called shot against an exposed joint may reduce Movement or one Attack Value by 2.

Mental Pattern: Advances in exact increments of 4 until damaged, then reverses the sequence.

Carried Items / Treasure: Integrated blade, spring darts, winding key, command plate.

Harvestable Materials: Precision gears, spring steel, balance weights, command plate, compact power crystal. Intact mechanisms can provide Bonus 3 to clockwork repair or construction.

Cockatrice

A spiteful reptilian bird whose bite and gaze slowly calcify living flesh.

Threat	Resilience	Initiative
19	6	3 (Fast)

Defense: Feathers and scales: Defense 2

Attacks: Bite +3; Calcifying Glare +5, Far 5

Special: Calcification: Gooder or Goodest Glare adds Stiffening 2. At Stiffening 6 the target is petrified until cured. Closing or averting the eyes grants a defensive Bonus 3 against the Glare but Penalty 3 to actions relying on sight.

Mental Pattern: Favors repeated pairs such as 4,4,9,9, then changes pair.

Carried Items / Treasure: None.

Harvestable Materials: Eyes, beak, calcifying gland, feathers; glands and eyes are valuable petrification reagents.

Combat Drone

A small autonomous flying weapons platform with predictable machine logic.

Threat	Resilience	Initiative
16	4	2 (Faster)

Defense: Composite shell: Defense 3

Attacks: SMG +5, Far 8, Rate 6; Shock Probe +3

Special: Flight. Sensor Lock: after spending its Attack action observing a target, Threat +2 against that target until line of sight is lost.

Mental Pattern: Moves in exact increments of 5 whenever the range allows.

Carried Items / Treasure: Integral weapons, battery, sensor package.

Harvestable Materials: Optics, servos, battery, processor, wireless module. Intact sensor package gives Bonus 3 to surveillance or targeting projects.

Cosmic Horror

A reality-warping entity whose physical form is only a partial expression of something much larger.

Threat	Resilience	Initiative
50	22	5 (Normal; manifestation may vary)

Defense: Unnatural geometry: Defense 9; specific discovered weakness may reduce to 3

Attacks: Impossible Limb +10; Reality Tear +11, Far 15; Psychic Revelation +11

Special: Unstable Reality: Neutral or worse outcomes near it may create environmental complications. Revelation: Gooder or Goodest can inflict Existential 2 instead of ordinary injury. Its specific vulnerability should be discoverable through play.

Mental Pattern: Appears random until players discover the nonhuman rule generating its numbers.

Carried Items / Treasure: Alien relics, impossible geometry, objects absorbed from other places or eras.

Harvestable Materials: Reality shard, impossible tissue, black ichor, sensory organ. Components should create unique campaign-defining items rather than ordinary bonuses.

Crystal Burrower

A subterranean predator with a mineral shell that senses vibration and erupts from stone to seize prey.

Threat	Resilience	Initiative
28	13	5 (Normal)

Defense: Crystalline carapace: Defense 6; resonant sonic or shattering effects may reduce Defense by 3.

Attacks: Crystal Mandibles +7; Burrowing Strike +7; Shard Spray +6, Far 8.

Special: Stone Burrow: may move through loose rock, earth, and mineral deposits when the fiction allows. Vibration Sense: detects grounded movement without sight. Shard Spray: Goodest may also impose Bleeding 1 or damage exposed fragile equipment.

Mental Pattern: Chooses numbers in repeating geometric steps, often doubling until the range forces a wrap.

Carried Items / Treasure: Its tunnels sometimes expose gemstones, ore, fossils, or equipment from buried ruins.

Harvestable Materials: Crystal plates, vibration organs, mandibles, resonant core. The core can provide Bonus 3 to mining, seismic detection, or crystal-based crafting.

Cult Acolyte

A fanatical devotee armed with ritual knowledge and little concern for personal safety.

Threat	Resilience	Initiative
11	3	5 (Normal)

Defense: Robes or Cloth Armor: Defense 1

Attacks: Ritual Dagger +1; Occult Bolt +4, Far 10

Special: Fanatic: ignores the first 1 point of Threat or Attack Value reduction caused by fear or intimidation. Ritual Circle: Threat +3 while standing in a prepared circle.

Mental Pattern: Repeats sacred numbers such as 3, 6, 9 and 12 whenever available.

Carried Items / Treasure: Ritual dagger, candles, incense, cult token, minor grimoire.

Harvestable Materials: Ritual ash, consecrated or corrupted wax, symbolic jewelry; the grimoire may give Bonus 2 to research on the cult.

Cybernetic Assassin

A heavily augmented killer using enhanced reflexes, optical camouflage, and precision weapons.

Threat	Resilience	Initiative
27	8	1 (Faster)

Defense: Subdermal armor: Defense 3; Optical cloak Defense +3 while stationary or moving slowly

Attacks: Monoblade +5 (+3 vs armor); Silenced Handgun +6; Microdart +4, Far 8

Special: Target Analysis: Threat +3 after observing the target for one round. Overclock: once per combat gain Threat +3 and Movement +2 for one round, then suffer Wound 1.

Mental Pattern: Intentionally models a chosen player's guesses and selects the least-used region of the range.

Carried Items / Treasure: Monoblade, suppressed pistol, cyberdeck, cloaking module, toxins.

Harvestable Materials: Cybernetic eyes, reflex processor, cloak mesh, power cells, monoblade assembly.

Demon Hound

A horned infernal predator that leaves burning tracks and hunts by fear.

Threat	Resilience	Initiative
18	7	3 (Fast)

Defense: Infernal hide: Defense 3; Defense 1 vs sanctified weapons

Attacks: Bite +4; Ember Breath +4, Far 5

Special: Fear Scent: +2 Threat against frightened targets. Burning Bite: Goodest may impose Burning 1 (Persistent until extinguished).

Mental Pattern: Favors numbers containing or adjacent to 6.

Carried Items / Treasure: None.

Harvestable Materials: Horn, ember gland, infernal hide, blackened fang. Ember gland can power a one-use fire effect with Bonus 4.

Dire Wolf

An oversized pack predator capable of dragging armored prey to the ground.

Threat	Resilience	Initiative
14	7	3 (Fast)

Defense: Thick hide: Defense 2

Attacks: Bite +4

Special: Pack Hunter: Threat +2 near an allied beast. Drag Down: Gooder or Goodest can move a target 1 space and impose Penalty 2 on its next movement action.

Mental Pattern: Repeats a successful number twice before changing.

Carried Items / Treasure: None.

Harvestable Materials: Dire pelt, large fangs, tendon cord. Pelt can provide Base Defense 2 when crafted into a cloak-like armor piece.

Djinn

A powerful elemental spirit capable of flight, illusion, transformation, and dangerous bargains.

Threat	Resilience	Initiative
31	12	2 (Faster)

Defense: Elemental body: Defense 5

Attacks: Elemental Blast +8, Far 14; Whirlwind Strike +6; Commanding Voice +6

Special: Flight. Shape and Element: choose appropriate elemental effects. Binding Vessel: some djinn may be weakened, imprisoned, or compelled through a specific vessel, seal, oath, or true name.

Mental Pattern: Uses elegant repeating geometric sequences and changes them when insulted or amused.

Carried Items / Treasure: Jewelry, ornate vessel if bound, ancient gifts, contracts.

Harvestable Materials: Condensed elemental essence, vapor crystal, binding seal; destroying a spirit for parts may have major narrative consequences.

Dune Stalker

A long-legged desert predator that buries itself beneath loose sand and strikes at footsteps above.

Threat	Resilience	Initiative
20	8	2 (Faster)

Defense: Sand-colored plates: Defense 3.

Attacks: Burrowing Pounce +5; Mandibles +4; Sand Spray +3, Far 5.

Special: Burrow: may move through loose sand or soil. Hidden Below: spotting it before its first attack is normally Hard. Gooder or Goodest Sand Spray may impose Blinded 2 until the target clears its eyes.

Mental Pattern: Counts upward while submerged, then resets to 1 whenever it breaches the surface.

Carried Items / Treasure: None; hunting grounds sometimes conceal bones, water flasks, or caravan goods.

Harvestable Materials: Chitin, vibration hairs, digging claws, moisture gland. The vibration hairs can provide Bonus 2 to a crafted tremor-sensing device.

Dwarven Tunnel Guard

A compact defensive warrior trained to fight in cramped corridors and deny passage.

Threat	Resilience	Initiative
17	9	5 (Normal)

Defense: Mail Armor: Defense 3, Dexterity -2; Greatshield 4

Attacks: Warhammer +4 (+3 vs armor); Heavy Crossbow +9, Far 12

Special: Tunnel Wall: Defense +2 in corridors no wider than 2 spaces. Cannot be pushed easily while braced.

Mental Pattern: Moves in repeating blocks of 5, then resets to 1.

Carried Items / Treasure: Mail, greatshield, warhammer, heavy crossbow, mining lamp, chalk.

Harvestable Materials: Masterworked metal fittings, lamp oil, mining tools, clan seals.

Elemental

A living concentration of fire, water, air, earth, ice, lightning, or another primal force.

Threat	Resilience	Initiative
20	9	5 (Normal; element may vary)

Defense: Elemental body: Defense 3; weaknesses depend on element

Attacks: Elemental Strike +5; Elemental Burst +5, Far 8

Special: Choose one trait: Fire burns, Water pushes, Air moves rapidly, Earth gains Defense +2, Ice slows, Lightning gains initiative speed.

Mental Pattern: Pattern matches the element: flowing waves, repeating cracks, spirals, or sudden jumps.

Carried Items / Treasure: None.

Harvestable Materials: Elemental core, condensed essence, crystalline residue. Core grants Bonus 3 to crafting or rituals aligned with its element.

Elven Spellblade

A mobile warrior-mage who mixes precision archery, swordplay, and short bursts of magic.

Threat	Resilience	Initiative
18	6	2 (Faster)

Defense: Leather Armor: Defense 2, Dexterity -1

Attacks: Short Sword +3; Longbow +8, Far 20; Arcane Dart +5, Far 12

Special: Blink Step: once per round, may move 2 spaces as part of an attack if fiction allows. Arcane Guard: Defense +2 against magic.

Mental Pattern: Uses symmetrical numbers around the center of the range.

Carried Items / Treasure: Fine leather, Longbow, Short Sword, focus crystal, spellbook leaves.

Harvestable Materials: Focus crystal, enchanted bowstring, silverleaf ink; normally no biological harvest.

Ember Wasp Swarm

A cloud of fist-sized insects whose heated abdomens ignite dry material and overwhelm exposed targets.

Threat	Resilience	Initiative
18	6	1 (Faster)

Defense: Distributed swarm: Defense 5 against narrow single-target attacks, Defense 2 against broad area effects.

Attacks: Stinging Cloud +4; Ember Spray +4, Far 5.

Special: Swarm Body: can flow around small obstacles and through openings. Ember Spray: Gooder or Goodest may inflict Burning 1. Smoke, water, cold, or broad attacks may reduce its Defense at MG discretion.

Mental Pattern: Rapidly alternates odd and even numbers, repeating any number that produced Burning.

Carried Items / Treasure: None.

Harvestable Materials: Heat glands, wax, venom, fire-resistant wing material. A preserved heat gland can provide Bonus 3 to one fire-starting or heat-based crafting action.

Fallen Angel

A radiant but corrupted warrior-spirit wielding terrifying conviction and supernatural flight.

Threat	Resilience	Initiative
30	12	2 (Faster)

Defense: Radiant mail: Defense 5

Attacks: Flaming Blade +7; Judgment Ray +7, Far 14

Special: Flight. Aura of Awe: enemies within 3 spaces face Penalty 2 on actions made directly against it unless they overcome a Medium resolve action.

Mental Pattern: Uses highly ordered sacred sequences, then inverts them when wounded.

Carried Items / Treasure: Radiant weapon, broken holy symbol, fragments of celestial armor.

Harvestable Materials: Celestial feather, halo shard, radiant ichor. Feather grants Bonus 3 to one healing, warding, or flight-related ritual.

Flesh Golem

A stitched artificial body animated by alchemy, electricity, necromancy, or forbidden surgery.

Threat	Resilience	Initiative
23	15	8 (Slower)

Defense: Dense stitched flesh: Defense 4

Attacks: Fist +6; Grab +5

Special: Constructed Body: immune to ordinary poison and fear. Unstable Charge: a suitable lightning or energy effect may temporarily grant Threat +2 or instead disrupt it, depending on creator design.

Mental Pattern: Slowly repeats the creator's preferred sequence until commanded otherwise.

Carried Items / Treasure: Embedded bolts, maker's marks, restraints, command token.

Harvestable Materials: Artificial organs, alchemical fluid, conductive bolts, reinforced tendons, creator's control components.

Frost Colossus

A mountain-sized giant of ancient ice and stone whose movement reshapes the battlefield around it.

Threat	Resilience	Initiative
46	28	9 (Slower)

Defense: Glacial body: Defense 10; concentrated fire, heat, or discovered structural fractures may reduce Defense.

Attacks: Colossal Fist +10; Icefall +10, Far 18; Freezing Breath +11, Far 20.

Special: Colossal: ordinary doors, walls, and small structures do not meaningfully stop it. Freezing Breath may impose Frozen 2 on Gooder or Goodest. Fracture: a successful called shot against a discovered weak seam may ignore 4 Defense.

Mental Pattern: Moves through extremely slow repeating sequences, changing direction only after a major Wound or environmental shift.

Carried Items / Treasure: Ancient weapons, ruins, ore, or relics may be frozen into its body rather than carried normally.

Harvestable Materials: Living ice, giant stone-bone, cold core, frost crystal, preserved relics. Components are appropriate for legendary cold, fortress, or weather items.

Frost Widow

A pale giant spider that spins glassy frozen webs across caves, ruins, or winter forests.

Threat	Resilience	Initiative
21	7	2 (Faster)

Defense: Ice-coated chitin: Defense 4; Defense 2 against sustained heat.

Attacks: Frost Bite +4; Frozen Web +5, Far 9.

Special: Frozen Web: Good or better imposes Webbed 3 until broken free. Gooder or Goodest Frost Bite may inflict Numbness 2. Wall Crawler: moves normally on walls and ceilings.

Mental Pattern: Repeats low numbers while waiting, then uses mirrored high numbers after a web attack succeeds.

Carried Items / Treasure: None; webs may hold frozen equipment from earlier victims.

Harvestable Materials: Cold venom, frost silk, chitin, spinneret. Frost silk can provide Bonus 3 to bindings or cold-resistant textile crafting.

Frostback Mammoth

A towering cold-climate beast armored in dense fur, scarred hide, and sweeping tusks capable of overturning wagons.

Threat	Resilience	Initiative
25	16	7 (Slow)

Defense: Dense fur and hide: Defense 4; Defense 2 against fire once the outer coat is burning or badly damaged.

Attacks: Tusks +7; Trample +7; Thrown Snow and Debris +4, Far 6.

Special: Herd Wall: Defense +2 while adjacent to another mammoth or similarly massive herd beast. Trample: after moving at least 4 spaces, Threat +3; Gooder or Goodest may knock a smaller target 3 spaces and create difficult terrain.

Mental Pattern: Uses broad rising sequences while charging and repeats low numbers while standing its ground.

Carried Items / Treasure: None; old harnesses, hunting spears, or tribal offerings may be caught in its fur.

Harvestable Materials: Tusks, dense hide, insulating fur, fat, tendon, enormous bones. Fur can support exceptional cold-weather gear; ivory can serve as a valuable crafting material.

Gang Enforcer

A street-level criminal who relies on numbers, intimidation, and readily available firearms.

Threat	Resilience	Initiative
11	5	5 (Normal)

Defense: Heavy jacket: Defense 1

Attacks: Club +2; Handgun +6, Far 7, Rate 1

Special: Intimidate: Threat +2 when backed by at least two allies. Poor Discipline: Threat -2 after the gang leader falls.

Mental Pattern: Reuses numbers shouted or emphasized by other gang members.

Carried Items / Treasure: Handgun, club, cash, phone, keys, gang colors.

Harvestable Materials: No biological harvest; weapon parts, ammunition, data, and identifying evidence may be recovered.

Gelatinous Slime
A nearly mindless acidic organism that fills passages and dissolves whatever it engulfs.

Threat	Resilience	Initiative
14	9	9 (Slower)

Defense: Amorphous body: Defense 2 against blunt attacks, 0 against heat or drying effects

Attacks: Engulf +4; Acid +3

Special: Engulf: Gooder or Goodest traps a target inside and imposes Attached 3 until the target escapes or the slime is removed. Acid can damage mundane gear on Baddest defenses.

Mental Pattern: Slowly increments by 1 every time it acts.

Carried Items / Treasure: Indigestible coins, gemstones, metal objects, bones.

Harvestable Materials: Acid gel, translucent membrane, digestive enzyme. Acid gel can grant Bonus 2 against armor to one prepared attack, but is hazardous to carry.

Ghoul
A corpse-eating predator that moves with shocking speed and paralyzes living prey.

Threat	Resilience	Initiative
15	5	2 (Faster)

Defense: Tough dead flesh: Defense 2

Attacks: Claws +3; Bite +3

Special: Paralytic Claws: Gooder or Goodest inflicts Numbness 2, penalizing movement and dexterous actions until treated.

Mental Pattern: Jumps toward whatever number most recently caused a player failure.

Carried Items / Treasure: Grave trinkets, jewelry, scraps of stolen clothing.

Harvestable Materials: Paralytic saliva, claws, grave bile. Saliva can create a one-use Poison 2 effect.

Giant Boar
A territorial animal whose first charge is far more dangerous than its continued fight.

Threat	Resilience	Initiative
13	8	5 (Normal)

Defense: Thick hide: Defense 2

Attacks: Tusks +4

Special: Charge: Threat +4 after moving 4 or more spaces in a straight line. Goodest charge may knock the target 2 spaces.

Mental Pattern: Starts near the middle of the range, then shifts steadily upward.

Carried Items / Treasure: None.

Harvestable Materials: Tusks, hide, meat, bristles. Tusks can be carved into picks, ritual tools, or a situational Bonus 1 against armor.

Giant Centipede
A long, fast arthropod that squeezes through narrow spaces and attacks from unexpected angles.

Threat	Resilience	Initiative
14	5	2 (Faster)

Defense: Segmented shell: Defense 2

Attacks: Bite +3; Venom +3

Special: Wall Crawler: moves across walls and ceilings. Many Legs: ignores the first Movement Penalty 1 from ordinary terrain or a leg Wound.

Mental Pattern: Moves upward one number per body segment represented in the scene, then wraps.

Carried Items / Treasure: None.

Harvestable Materials: Venom glands, shell plates, sensory antennae, gripping leg hooks.

Giant Scorpion
A heavily armored desert predator with crushing claws and a venomous stinger.

Threat	Resilience	Initiative
18	8	4 (Fast)

Defense: Chitin: Defense 4

Attacks: Claw +4; Sting +5, Long

Special: Venom: Gooder or Goodest Sting inflicts Poison 2. Crushing Claw: Goodest may impose Grappled 2 on one limb until the target escapes or the scorpion releases it; any Wound to that limb remains after release.

Mental Pattern: Alternates between two favored numbers, then changes one after being wounded.

Carried Items / Treasure: None.

Harvestable Materials: Venom sac, stinger, chitin plates, claws; chitin can reinforce armor and venom is a potent toxin.

Giant Spider
An ambush predator that immobilizes prey before closing for a venomous bite.

Threat	Resilience	Initiative
15	5	2 (Faster)

Defense: Chitin: Defense 2

Attacks: Bite +3; Web +4, Far 8

Special: Web: Good or better imposes Webbed 3 until freed. Venom: Gooder or Goodest Bite also inflicts Poison 1.

Mental Pattern: Frequently repeats the same number, representing patient stillness.

Carried Items / Treasure: None.

Harvestable Materials: Venom gland, silk, chitin plates, spinneret. Silk grants Bonus 2 to bindings or climbing rope; venom can coat one weapon attack for a situational poison effect.

Glass Golem

A translucent construct whose razor-edged body refracts light and turns impacts into showers of cutting fragments.

Threat	Resilience	Initiative
26	11	4 (Fast)

Defense: Enchanted glass: Defense 6; heavy blunt attacks may reduce effective Defense by 2.

Attacks: Glass Blade +6; Shard Burst +6, Far 8.

Special: Refraction: Defense +2 against attacks that rely on ordinary sight while bright light surrounds it. Shatter: when reduced to 3 or less remaining Resilience, Goodest melee attacks against it may also expose adjacent creatures to a Shard Burst.

Mental Pattern: Mirrors the player's previous guess across the midpoint of the current Action Range.

Carried Items / Treasure: Command prism, maker seal, or valuables sealed inside the torso.

Harvestable Materials: Arcane glass, command prism, razor shards, light-bending dust. Intact prism fragments can provide Bonus 3 to optical, illusion, or warding projects.

Gnoll Marauder

A hyena-like raider that becomes bolder when blood is spilled nearby.

Threat	Resilience	Initiative
16	7	4 (Fast)

Defense: Hide and scavenged leather: Defense 2

Attacks: Spear +5, Long; Axe +2; Bite +3

Special: Blood Scent: Threat +2 against a wounded target. Cackling Rush: after an ally scores Goodest, Movement +2 on the gnoll's next turn.

Mental Pattern: Repeats numbers associated with recent Wounds, then jumps sharply after a miss.

Carried Items / Treasure: Spear, axe, bone charms, raiding satchel, stolen valuables.

Harvestable Materials: Hide, teeth, scent glands, bone charms; hide can support rugged clothing.

Goblin Bombardier

An unstable tinkerer carrying black-powder bombs, firepots, and more courage than sense.

Threat	Resilience	Initiative
12	2	4 (Fast)

Defense: Cloth Armor: Defense 1

Attacks: Dagger +1; Bomb +5, Far 6

Special: Blast: Gooder or Goodest may affect an adjacent target as well. Misfire: Baddest can ignite carried explosives at MG discretion.

Mental Pattern: Counts upward by 3 until frightened, then jumps unpredictably.

Carried Items / Treasure: 2-4 bombs, tinderbox, goggles, tool roll (Bonus 2 to improvised explosives).

Harvestable Materials: Unspent powder, fuse cord, bomb casings, fireproof goggles.

Goblin Skirmisher

A small, fast raider that harasses enemies from cover and avoids fair fights.

Threat	Resilience	Initiative
9	3	3 (Fast)

Defense: Cloth Armor: Defense 1

Attacks: Dagger +1; Sling +2, Far 8

Special: Scuttle: +2 Movement while moving toward cover. Pack Nerve: Threat +1 when another goblin is adjacent.

Mental Pattern: Alternates high and low portions of the number range.

Carried Items / Treasure: Sling stones, crude dagger, scavenged trinkets, smoke pot.

Harvestable Materials: Goblin ear or clan-marked tooth may serve as proof of bounty; alchemical smoke residue can be reclaimed from intact pots.

Gravebound Knight

An armored dead champion held together by oath, hatred, or a command that survived the body that first carried it.

Threat	Resilience	Initiative
31	14	5 (Normal)

Defense: Ancient plate and necromantic force: Defense 7; sanctified or oath-breaking effects may reduce Defense.

Attacks: Graveblade +7; Shield Crush +5; Oath Command +6, Far 6.

Special: Unfinished Oath: Threat +3 while directly pursuing the object of its binding. Relentless Guard: the first relevant Wound penalty applied each round is reduced by 1.

Mental Pattern: Returns repeatedly to the hidden number associated with the first person who challenged its oath.

Carried Items / Treasure: Ancient plate, graveblade, shield, oath token, heraldic remains.

Harvestable Materials: Grave iron, oath token, necromantic ash, preserved armor plates. Breaking or fulfilling the oath may make these materials safer to use.

Griffon

A territorial eagle-lion predator that dives from altitude and carries prey away.

Threat	Resilience	Initiative
23	10	3 (Fast)

Defense: Feathers and hide: Defense 3

Attacks: Talons +5; Beak +4; Dive +7

Special: Flight. Snatch: Goodest Talons may lift a smaller target and move it up to 3 spaces. Dive: Threat +3 after descending at least 4 spaces.

Mental Pattern: Alternates between high 'sky' numbers and low 'ground' numbers.

Carried Items / Treasure: None; nests may contain bones, armor scraps, or shiny stolen objects.

Harvestable Materials: Flight feathers, talons, beak, hide, wing tendons; feathers are valuable for arrows and flight magic.

Guild Assassin

A trained killer who relies on concealment, poison, and one decisive strike.

Threat	Resilience	Initiative
20	5	2 (Faster)

Defense: Leather Armor: Defense 2, Dexterity -1

Attacks: Dagger +1 (+2 vs armor); Hand Crossbow +5; Garrote +3

Special: Marked Target: Threat +4 on the first attack against a target studied for at least a minute. Poison: Gooder or Goodest can also inflict Poison 1 until treated.

Mental Pattern: Avoids using any of the last three hidden numbers.

Carried Items / Treasure: Fine dagger, hand crossbow, climbing cord, poison vial, disguise kit (Bonus 3).

Harvestable Materials: Poison, coded contracts, guild signet, specialized lock tools.

Hill Giant

A towering humanoid that uses boulders, tree trunks, and sheer reach rather than finesse.

Threat	Resilience	Initiative
27	15	8 (Slower)

Defense: Thick skin and hides: Defense 4

Attacks: Tree-Trunk Club +7, Long; Boulder +7, Far 14; Kick +5

Special: Huge: can lift, throw, or break structures smaller creatures cannot. Sweeping Club: Goodest may also knock adjacent creatures 2 spaces.

Mental Pattern: Strong preference for the upper half of the range, especially round numbers.

Carried Items / Treasure: Oversized club, hides, sacks of food, stolen livestock gear, crude jewelry.

Harvestable Materials: Giant bone, teeth, hide, tendon, large quantities of useful fat and leather.

Hive Queen

A vast alien or insectoid intelligence that coordinates an entire colony through scent, signal, or telepathy.

Threat	Resilience	Initiative
41	22	5 (Normal)

Defense: Royal carapace: Defense 8

Attacks: Royal Claws +8; Neural Scream +9, Far 14; Acid Jet +8, Far 12

Special: Hive Command: allied swarm creatures gain Threat +2 within 12 spaces. Spawn Guard: once per scene introduce one elite guard or several lesser drones if the nest can support them. Severed Network: destroying communication organs can remove Hive Command.

Mental Pattern: Uses the combined sequence of nearby hive creatures and may deliberately sacrifice drones to mislead players.

Carried Items / Treasure: None; nest chambers may contain cocooned victims and recovered equipment.

Harvestable Materials: Royal pheromones, brain node, carapace, egg organ, communication crystal or gland.

Hobgoblin Captain

A disciplined commander who turns otherwise ordinary soldiers into a coordinated formation.

Threat	Resilience	Initiative
17	8	3 (Fast)

Defense: Mail Armor: Defense 3, Dexterity -2; Shield 3

Attacks: Short Sword +3; Spear +5, Long; Hand Crossbow +5

Special: Command: one allied humanoid within 6 spaces gains Threat +2 on its next action. Formation: Defense +2 while adjacent to an ally with a shield.

Mental Pattern: Uses military sequences: 2, 4, 6, 8, then reverses.

Carried Items / Treasure: Mail, shield, officer sword, signal whistle, map case, unit orders.

Harvestable Materials: Command insignia, coded orders, quality weapon parts; normally no biological harvest.

Hydra

A many-headed reptilian monster whose threat rises as it surrounds prey with snapping jaws.

Threat	Resilience	Initiative
30	15	5 (Normal)

Defense: Scales: Defense 5

Attacks: Many Bites +7

Special: Many Heads: gains Attack Value +1 for every 3 Resilience remaining, maximum +5. Regrowth: after a round without fire or cauterization, recover 1 Wound Severity, up to starting Resilience.

Mental Pattern: Cycles through a different arithmetic sequence for each head.

Carried Items / Treasure: None.

Harvestable Materials: Hydra blood, teeth, regenerative gland, scales. Blood can grant Bonus 3 to one healing action if properly stabilized; gland is a rare regeneration ingredient.

Iron Maw

A squat industrial predator or living machine built around grinding jaws capable of chewing armor and scrap.

Threat	Resilience	Initiative
27	14	6 (Slow)

Defense: Heavy metal shell: Defense 7; rear maintenance seams Defense 4.

Attacks: Grinding Bite +8 (+3 vs armor); Ram +5.

Special: Consume Metal: after spending a round feeding on suitable scrap, recover 1 Wound Severity. Armor Crusher: Goodest Grinding Bite may impose Armor Damage 2 until repaired.

Mental Pattern: Uses multiples of 5 while undamaged and switches to descending numbers after its shell is breached.

Carried Items / Treasure: Embedded scrap, identification plate, internal tools, possibly swallowed equipment.

Harvestable Materials: Hardened jaw plates, motor core, gear train, magnetic teeth. Jaw plates can provide exceptional anti-armor weapon components.

Ironhide Ram

A massive mountain herbivore whose territorial charges can break shields, doors, and bones.

Threat	Resilience	Initiative
15	8	5 (Normal)

Defense: Dense hide and horned skull: Defense 3.

Attacks: Horn Charge +5; Hoof Strike +3.

Special: Mountain Footing: ignores ordinary penalties from steep rock and loose slopes. Horn Charge: Threat +3 after moving at least 4 spaces in a straight line; Gooder or Goodest may knock the target 2 spaces.

Mental Pattern: Starts near the center of the range, then alternates farther above and below it.

Carried Items / Treasure: None; its territory may contain broken climbing gear or belongings from previous intruders.

Harvestable Materials: Curved horns, thick hide, sinew, hoof keratin. A horn can become a reinforced weapon fitting or a situational Bonus 2 tool for breaking or prying.

Kaiju

A skyscraper-scale organism whose attacks are natural disasters rather than ordinary blows.

Threat	Resilience	Initiative
45	27	9 (Slower)

Defense: Mountainous hide: Defense 9

Attacks: Crushing Limb +10; Tail Sweep +9; Energy Roar +10, Far 30

Special: Colossal Area: Good or better attacks may affect structures or several adjacent targets. Tiny Target: ordinary melee attacks may require reaching a vulnerable location first.

Mental Pattern: Very slow repeating pattern tied to breathing and movement cycles.

Carried Items / Treasure: None.

Harvestable Materials: Armor plates, organs, bone, energy gland, blood, parasites living on the body. Harvesting usually requires industrial equipment.

Kobold Trapwright

A small tunnel-dwelling engineer that turns cramped passages into layered deathtraps.

Threat	Resilience	Initiative
12	3	3 (Fast)

Defense: Patchwork leather: Defense 2, Dexterity -1

Attacks: Dagger +1; Light Crossbow +5, Far 8; Trap Trigger +4

Special: Prepared Ground: Threat +3 while fighting inside an area it trapped beforehand. Escape Route: gains Movement +2 while retreating through tunnels it knows.

Mental Pattern: Counts in pairs, then skips one number whenever a trap is triggered.

Carried Items / Treasure: Dagger, crossbow, wire, chalk, small tools, trap components.

Harvestable Materials: Trap springs, wire, alchemical irritants, clan tokens; little biological value.

Kraken Spawn
A juvenile sea horror large enough to crush boats and drag armored prey underwater.

Threat	Resilience	Initiative
32	18	6 (Slow)

Defense: Rubbery hide: Defense 4

Attacks: Tentacle +6, Long; Beak +7; Ink Jet +4, Far 8

Special: Gooder or Goodest Tentacle imposes Grappled 4 and may pull the target 2 spaces. An ink cloud gives attackers Penalty 3 underwater.

Mental Pattern: Moves hidden numbers in broad waves: low-low-middle-high-high-middle.

Carried Items / Treasure: Wreckage, hooks, chains, or swallowed cargo.

Harvestable Materials: Ink sac, sucker rings, beak, oil. Ink gives Bonus 3 to underwater concealment; sucker rings can improve climbing gear.

Leviathan
A sea- or void-dwelling megafauna capable of destroying ships simply by moving through them.

Threat	Resilience	Initiative
43	24	8 (Slower)

Defense: Abyssal hide: Defense 9

Attacks: Bite +10; Tail Sweep +9; Crushing Coil +9

Special: Colossal Reach. Submerge: gains Defense +4 against attacks from outside the water while deep below. Breach: a Goodest movement/attack can damage vehicles or structures in a wide area.

Mental Pattern: Slow wave pattern that takes many rounds to repeat.

Carried Items / Treasure: Swallowed cargo, anchors, wreckage, ancient debris in its hide.

Harvestable Materials: Abyssal hide, teeth, oil, luminous organs, bone, pressure gland. Materials can produce exceptional armor, ship parts, or underwater gear.

Lich
An undead master of sorcery whose continued existence depends on a hidden soul-anchor.

Threat	Resilience	Initiative
36	14	4 (Fast)

Defense: Arcane Ward: Defense 5; skeletal body Defense 1 if ward is removed

Attacks: Soul Lance +8, Far 16; Grave Command +6

Special: Phylactery: defeating the body does not permanently destroy the lich while its soul-anchor survives. Undead Master: allied undead gain Threat +2 within 8 spaces.

Mental Pattern: Uses long deterministic sequences until someone identifies them, then deliberately breaks the sequence.

Carried Items / Treasure: Ancient spellbook, enchanted robes, focus staff, keys to hidden vaults.

Harvestable Materials: Soul ash, enchanted bone, phylactery fragments after destruction, rare spell reagents.

Lizardfolk Marsh Hunter

An amphibious hunter that uses reeds, mud, and deep water as natural camouflage.

Threat	Resilience	Initiative
17	8	4 (Fast)

Defense: Scales: Defense 3

Attacks: Spear +5, Long; Bite +3; Javelin +4, Far 8

Special: Amphibious: ignores ordinary swimming penalties. Marsh Ambush: Threat +3 on the first attack from water, reeds, or mud concealment.

Mental Pattern: Uses low numbers while submerged and high numbers after surfacing.

Carried Items / Treasure: Spear, javelins, woven net, bone knife, waterproof pouch.

Harvestable Materials: Scales, teeth, waterproof hide, scent glands; intact scales can reinforce light armor.

Lunar Stalker

A nocturnal shapechanging predator whose body becomes faint and difficult to track under moonlight or dim artificial light.

Threat	Resilience	Initiative
25	9	2 (Faster)

Defense: Moonlit distortion: Defense 5 in dim light, Defense 2 in bright direct light.

Attacks: Claws +5; Pounce +6; Hypnotic Eyes +5, Far 6.

Special: Night Hunter: Threat +2 when attacking from darkness or moonlit concealment. Hypnotic Eyes: Gooder or Goodest may inflict Distracted 2 or Fear 2 instead of a Wound.

Mental Pattern: Follows waxing and waning sequences: low, middle, high, middle, low, then repeats.

Carried Items / Treasure: Usually none; intelligent varieties may collect silver, mirrors, or trophies.

Harvestable Materials: Reflective hide, luminous eyes, scent glands, moon-reactive blood. The hide can provide Bonus 2 to concealment in dim light when incorporated into gear.

Manticore

A winged predator with a leonine body and volleys of hardened tail spikes.

Threat	Resilience	Initiative
24	10	3 (Fast)

Defense: Hide and scales: Defense 3

Attacks: Claws +4; Bite +3; Tail Spikes +6, Far 12, Rate 3

Special: Spike Volley: may expend up to 3 tail spikes as automatic fire. Flight: ignores ground obstacles while airborne.

Mental Pattern: Counts backward by 4, wrapping through the range.

Carried Items / Treasure: None.

Harvestable Materials: Tail spikes, wing membrane, mane, teeth. Tail spikes function as thrown weapons Base Bonus 3, ideal Far 6 when prepared.

Marsh Crocodile

A patient aquatic ambusher that explodes from the water and drags prey beneath the surface.

Threat	Resilience	Initiative
15	9	5 (Normal)

Defense: Scutes: Defense 4

Attacks: Bite +5; Tail +3

Special: Death Roll: Gooder or Goodest Bite may impose Grappled 3 and pull the target 1 space. Water Ambush: Threat +3 on the first attack from concealment in water.

Mental Pattern: Uses the same low number while waiting, then jumps high when striking.

Carried Items / Treasure: None.

Harvestable Materials: Hide, teeth, meat, oil, scutes; hide can become durable water-resistant armor.

Mech Walker

A piloted or autonomous armored machine carrying heavy weapons and industrial-grade actuators.

Threat	Resilience	Initiative
30	15	7 (Slow)

Defense: Heavy plating: Defense 7; Defense 4 at exposed joints

Attacks: Heavy Machine Gun +11, Far 60, Rate 9; Missile Launcher +12, Far 80

Special: Huge: cannot enter many interiors. Exposed Joints: a successful Hard called shot against an exposed joint ignores 3 Defense. Stabilizers: ignores any campaign-specific recoil or bracing Penalties caused by firing its integrated heavy weapons.

Mental Pattern: Uses deterministic target-priority numbers until its pilot deliberately changes them.

Carried Items / Treasure: Integrated weapons, ammunition, armor, power core, cockpit systems.

Harvestable Materials: Armor plates, actuators, targeting computer, power core, weapon mounts; a mostly intact chassis can become a major campaign asset.

Mimic

A shapechanging ambush monster that disguises itself as furniture, treasure, doors, or other objects.

Threat	Resilience	Initiative
18	8	4 (Fast when revealed)

Defense: Rubbery hide: Defense 3

Attacks: Bite +4; Adhesive Slam +3

Special: Perfect Stillness: spotting it before contact is normally Hard. Adhesive: a Good or better Slam imposes Attached 3 until freed.

Mental Pattern: Copies the last hidden number used by another creature whenever possible.

Carried Items / Treasure: Often contains coins, bones, keys, or items from earlier victims.

Harvestable Materials: Adhesive gland, mimic leather, shapeshifting tissue. Adhesive gives Bonus 3 to one repair or binding action before drying.

Mind Tyrant

A floating psychic overlord that dominates lesser minds and turns allies against one another.

Threat	Resilience	Initiative
45	16	1 (Faster)

Defense: Psychic Barrier: Defense 8 vs mental effects, Defense 4 otherwise

Attacks: Mind Lance +10, Far 16; Dominate +10, Far 12; Telekinetic Crush +8

Special: Thought Theft: after a player uses the same guess pattern repeatedly, Threat +3 against that player. Dominate: Goodest may force one immediate simple action, subject to campaign boundaries.

Mental Pattern: Directly adapts to the table: tracks player frequencies, sequences, and superstitions.

Carried Items / Treasure: Psionic crown, levitation harness or biological organ, memory crystals.

Harvestable Materials: Psi cortex, neural crystals, levitation organ, psychic ichor. Components grant major bonuses to psychic research and defenses.

Minotaur Champion

A labyrinth-trained brute that combines heavy weapons with terrifying straight-line charges.

Threat	Resilience	Initiative
25	12	5 (Normal)

Defense: Thick hide and partial plate: Defense 6, Dexterity -4

Attacks: Greataxe +4 (+2 vs armor/shields); Horns +6

Special: Labyrinth Memory: cannot easily be lost in a structure it has explored. Gore Charge: Threat +4 after moving at least 4 spaces in a straight line; Goodest may knock the target 3 spaces.

Mental Pattern: Favors the center of the range, then moves outward in symmetrical pairs.

Carried Items / Treasure: Greataxe, oversized keys, chain, trophies, maze-map tokens.

Harvestable Materials: Horns, hide, bone, massive tendons; horns can become powerful spearheads or ritual objects.

Mummy Guardian

A ritually preserved corpse animated to defend a tomb, dynasty, or sacred oath.

Threat	Resilience	Initiative
24	12	8 (Slower)

Defense: Preserved wrappings and enchanted body: Defense 4

Attacks: Crushing Grip +5; Cursed Strike +6

Special: Tomb Curse: Goodest Cursed Strike may inflict Curse 2 until ritually removed. Dry Body: player attacks using fire gain Bonus 2, but fire may also endanger treasure nearby.

Mental Pattern: Uses ceremonial number sequences and never repeats a number outside the ritual order.

Carried Items / Treasure: Funerary jewelry, ceremonial weapon, seals, amulets.

Harvestable Materials: Preserving salts, enchanted linen, funerary resin, cursed organs, royal insignia.

Mutant Brute

A massively altered survivor whose dense muscle and unstable biology make it difficult to stop.

Threat	Resilience	Initiative
19	11	6 (Slow)

Defense: Thickened hide: Defense 3

Attacks: Fist +5; Improvised Heavy Weapon +5

Special: Adrenal Surge: after suffering Wound 3, Threat +2 for one round. Unstable Biology: toxins or radiation may affect it differently at MG discretion.

Mental Pattern: Favors large numbers and becomes less predictable when injured.

Carried Items / Treasure: Scrap armor, heavy tool or weapon, scavenged supplies.

Harvestable Materials: Mutated tissue, glands, unusual bone, radiation markers; valuable for risky medical or scientific research.

Nanite Swarm

A cloud of microscopic machines that disassembles matter, infiltrates electronics, and reforms around attacks.

Threat	Resilience	Initiative
29	11	1 (Faster)

Defense: Dispersed cloud: Defense 6 vs ordinary projectiles; Defense 1 vs electromagnetic, fire, or containment attacks

Attacks: Disassembly Cloud +7; System Infiltration +7

Special: Flow Through: passes through small openings. Replicate: after consuming suitable material for one round, recover 1 Wound Severity. Electronics affected by Gooder or Goodest may suffer Malfunction 2.

Mental Pattern: Pseudo-random sequence seeded from the previous hidden number.

Carried Items / Treasure: None.

Harvestable Materials: Contained nanite sample, control node, exotic dust. Safe sample grants Bonus 3 to nanotechnology research or repair but requires secure containment.

Necromancer Adept

A mortal spellcaster who uses corpses, curses, and summoned undead as disposable tools.

Threat	Resilience	Initiative
20	5	5 (Normal)

Defense: Robes: Defense 0; Bone Ward +3 while active

Attacks: Death Bolt +6, Far 12; Ritual Dagger +1

Special: Raise Corpse: after spending its Attack action near a suitable corpse, create a Skeleton or Zombie with Threat 8 and Resilience 3. Curse: Goodest may inflict a temporary Condition 2 appropriate to the spell.

Mental Pattern: Counts in threes and reuses numbers associated with corpses on the battlefield.

Carried Items / Treasure: Grimoire, ritual dagger, bone charms, reagents, coin.

Harvestable Materials: Grimoire, soul salts, bone charms; the caster itself is not normally harvested.

Night Hag

A cruel witch-spirit that attacks through bargains, nightmares, curses, and stolen vitality.

Threat	Resilience	Initiative
26	9	3 (Fast)

Defense: Glamour and wards: Defense 5

Attacks: Curse +7, Far 10; Claws +4; Nightmare +7

Special: Dream Intrusion: can threaten sleeping targets without entering ordinary melee. Bargain Mark: after a willing deal, Threat +3 on actions involving that bargain. True-name or warding lore may reduce Defense.

Mental Pattern: Uses numbers the target avoided choosing, as if probing neglected possibilities.

Carried Items / Treasure: Charm bag, curse needles, black candle, stolen keepsakes.

Harvestable Materials: Witch hair, dream resin, curse nail, heartstone or spirit token according to campaign lore.

Null Specter

A silent anti-magic or anti-psionic apparition that suppresses supernatural effects as it passes through them.

Threat	Resilience	Initiative
32	10	1 (Faster)

Defense: Incorporeal null field: Defense 6 against ordinary physical attacks, Defense 3 against mundane but specially prepared attacks.

Attacks: Null Touch +6; Silence Field +7, Far 8.

Special: Suppression Aura: supernatural or psychic actions within 3 spaces suffer Penalty 3 unless the source is specifically resistant to null effects. Pass Through: moves through ordinary barriers. The MG should define what created or anchors the specter.

Mental Pattern: Avoids numbers recently associated with magical successes and gravitates toward values that produced failed supernatural actions.

Carried Items / Treasure: None; it may be bound to a broken focus, anti-magic seal, or dead power source.

Harvestable Materials: Null residue, anchor shard, cold dust. Proper containment can provide Bonus 3 to research, wards, or devices that suppress supernatural effects.

Ogre Mercenary

A huge hired brute that uses reach, intimidation, and raw durability.

Threat	Resilience	Initiative
21	12	7 (Slow)

Defense: Patchwork armor: Defense 3

Attacks: Greatclub +4; Thrown Boulder +6, Far 8

Special: Sweeping Blow: Goodest may knock the target 2 spaces or strike a second adjacent target. Huge: can carry or break objects smaller foes cannot.

Mental Pattern: Strong preference for the largest quarter of the number range.

Carried Items / Treasure: Greatclub, oversized pack, iron chain, sacks of food, employer token.

Harvestable Materials: Ogre tooth, thick hide patches, giant sinew; oversized gear can be reforged.

Orc Raider

A brutal front-line warrior that trusts momentum, armor, and overwhelming force.

Threat	Resilience	Initiative
14	6	5 (Normal)

Defense: Scale Mail: Defense 4, Dexterity -3

Attacks: Axe +2 (+1 vs armor, +1 vs shields); Greataxe +4 (+2 vs armor/shields)

Special: Charge: Threat +2 on a melee attack after moving at least 3 spaces straight toward a target.

Mental Pattern: Prefers multiples of 4 and repeats numbers after a Goodest result.

Carried Items / Treasure: Scale mail, axe or greataxe, war trophies, 1 ration of strong spirits.

Harvestable Materials: Orc-made weapon fittings, trophy teeth, clan insignia, hardy leather straps.

Phase Hunter

A predatory organism or experimental weapon that slips partially out of ordinary space before striking.

Threat	Resilience	Initiative
29	10	1 (Faster)

Defense: Phase displacement: Defense 6 while partially phased, Defense 3 immediately after attacking.

Attacks: Phase Claw +6; Spatial Pounce +7, Long.

Special: Out of Phase: may pass through thin mundane barriers when the MG judges it possible. Phase Window: after it attacks, its reduced Defense lasts until the beginning of its next turn.

Mental Pattern: Avoids every number used during its previous appearance, then begins repeating once wounded.

Carried Items / Treasure: Usually none; laboratory versions may carry tracking implants or containment tags.

Harvestable Materials: Phase organ, exotic nerve tissue, spatial crystal, tracking implant. An intact phase organ can become a requirement for advanced teleportation or concealment technology.

Phoenix

An immortal firebird whose destruction is often only the beginning of its next life.

Threat	Resilience	Initiative
36	15	1 (Faster)

Defense: Radiant flame and feathers: Defense 6

Attacks: Burning Talons +7; Solar Cry +8, Far 14; Flame Wing +7

Special: Flight. Rebirth: if truly slain under ordinary circumstances, the phoenix may collapse into an egg or ash-heart and return later unless a campaign-specific condition prevents it. Flame effects can inflict Burning 2.

Mental Pattern: Rises through the number range, resets at the end, and begins again like a cycle of death and rebirth.

Carried Items / Treasure: Nest may contain ancient offerings or objects fused into glass.

Harvestable Materials: Phoenix feather, ash-heart, radiant blood, eggshell. Components are appropriate for healing, fire, rebirth, and light artifacts.

Plasma Mite Swarm

A cloud of engineered or alien micro-creatures that feed on electrical systems and release arcs of stored energy.

Threat	Resilience	Initiative
20	6	1 (Faster)

Defense: Distributed swarm: Defense 5 against ordinary single-target weapons; Defense 2 against broad heat, electromagnetic, or containment effects.

Attacks: Electrical Bite +4; Arc Discharge +5, Far 5.

Special: System Feeding: after spending a round on powered machinery, recover 1 Wound Severity and impose Malfunction 1 on the device. Swarm Body: narrow physical attacks may be unable to affect the whole swarm without suitable fiction.

Mental Pattern: Uses the final digit of nearby power readings, ammunition counts, or other visible numerical displays.

Carried Items / Treasure: None.

Harvestable Materials: Charged carapaces, conductive gel, micro-capacitors, hive signal node. A contained sample can provide Bonus 3 to research involving miniature power systems.

Possessed Marionette

A small doll, puppet, or mannequin inhabited by a malicious spirit that hides among harmless objects.

Threat	Resilience	Initiative
17	4	2 (Faster)

Defense: Small body and unnatural motion: Defense 3.

Attacks: Needle Blade +3; Choking Cord +4; Whispered Curse +4, Far 5.

Special: Innocent Object: before it reveals itself, identifying the marionette as dangerous is normally Hard. Body Transfer: if its anchor spirit is not dealt with, destroying the body may allow it to possess another suitable object nearby.

Mental Pattern: Copies numbers recently spoken aloud at the table whenever possible.

Carried Items / Treasure: Tiny knife, sewing needles, hair, ribbons, or objects associated with its former owner.

Harvestable Materials: Possession anchor, spirit thread, haunted stuffing, carved face. The anchor is usually more valuable than the destroyed body.

Powered Armor Trooper

A heavily equipped soldier whose suit magnifies strength and carries battlefield-grade protection.

Threat	Resilience	Initiative
28	12	5 (Normal)

Defense: Powered plating: Defense 7; joints Defense 4

Attacks: Assault Rifle +7, Far 25, Rate 6; Powered Fist +6; Micro-Missile +8, Far 30

Special: Powered Strength: ignores many ordinary lifting penalties. Joint Shot: a successful Hard called shot ignores 3 Defense. Suit Failure: accumulated Armor Damage can disable a system.

Mental Pattern: Uses fire-control sequences based on range bands and ammunition counts.

Carried Items / Treasure: Powered armor, rifle, micro-missiles, sensors, med system, communications.

Harvestable Materials: Servo bundles, armor plates, reactor cell, targeting sensors, life-support modules.

Professional Sniper

A patient long-range specialist who becomes far less dangerous once pinned down.

Threat	Resilience	Initiative
22	5	4 (Fast)

Defense: Concealment gear: Defense 2 while hidden

Attacks: Sniper Rifle +10, Far 100, Rate 1; Handgun +6

Special: Prepared Shot: Threat +5 after spending its Attack action aiming from concealment. Close Pressure: Attack Value -4 while an enemy is in melee range.

Mental Pattern: Uses sparse widely separated numbers and avoids repetition.

Carried Items / Treasure: Sniper rifle, sidearm, scope, rangefinder, camouflage, field rations.

Harvestable Materials: Optics, suppressor if legal in the setting, ammunition, camouflage materials, mission data.

Psionic Operative

A trained psychic combatant who weaponizes perception, telekinesis, and suggestion.

Threat	Resilience	Initiative
25	7	2 (Faster)

Defense: Psi Screen: Defense 4 against psychic effects

Attacks: Mind Spike +7, Far 12; Telekinetic Crush +6, Far 10; Sidearm +6

Special: Read Intention: after a player repeats the same guess twice in a scene, Threat +2 against that player until they change pattern. Psi Push: Goodest may move target 3 spaces.

Mental Pattern: Actively predicts player habits rather than following a fixed sequence.

Carried Items / Treasure: Psi focus, sidearm, neural dampener, encrypted data slate.

Harvestable Materials: Psi focus, neural amplifier, dampener components; no special biological harvest unless setting lore allows.

Restless Ghost

A dead personality bound to a place, object, oath, or unfinished act.

Threat	Resilience	Initiative
16	5	1 (Faster)

Defense: Incorporeal: Defense 5 vs ordinary physical attacks, 0 vs spirit-affecting methods

Attacks: Chilling Touch +3; Frighten +4, Far 6

Special: Pass Through. Anchor: the ghost cannot be permanently defeated until its attachment is resolved, destroyed, purified, or otherwise addressed.

Mental Pattern: Repeats numbers tied to meaningful dates, room numbers, or symbols from its life.

Carried Items / Treasure: Usually none; its anchor object may be valuable or important.

Harvestable Materials: Ectoplasm, cold residue, anchor fragments; harvesting may be impossible without first resolving the haunting.

Revenant

A dead warrior animated by a single overriding purpose and difficult to stop until that purpose ends.

Threat	Resilience	Initiative
25	13	4 (Fast)

Defense: Dead flesh and old armor: Defense 4

Attacks: Ancient Weapon +6; Grasp +4

Special: Purpose Bound: Threat +3 against the person or object central to its vengeance. Return: ordinary defeat may not permanently destroy it until its purpose is fulfilled or broken.

Mental Pattern: Always returns toward the number associated with its chosen quarry's first guess in the scene.

Carried Items / Treasure: Ancient weapon, damaged armor, tokens from its former life.

Harvestable Materials: Grave iron, soul ash, oath token, preserved bone; purpose-bound relics may be more useful than the body.

Roc

A legendary bird enormous enough to seize horses, wagons, or small boats.

Threat	Resilience	Initiative
31	17	4 (Fast)

Defense: Dense feathers and hide: Defense 5

Attacks: Talons +8; Beak +7; Wing Buffet +6, Long

Special: Colossal Flight. Carry Away: Gooder or Goodest Talons may grapple and lift a target. Wing Buffet can push several adjacent smaller creatures on Goodest.

Mental Pattern: Uses long rising sequences during flight and abrupt resets during dives.

Carried Items / Treasure: Nest may contain large bones, livestock gear, armor, or lost travelers' belongings.

Harvestable Materials: Enormous feathers, talons, beak, eggshell, wing sinew; materials can support exceptional bows, sails, or flight items.

Rogue Cyborg

A partially human combatant with military augments, damaged directives, and unpredictable survival instincts.

Threat	Resilience	Initiative
25	10	3 (Fast)

Defense: Subdermal plating: Defense 4

Attacks: Cybernetic Arm +5; Handgun +6; Integrated Blade +5 (+2 vs armor)

Special: Pain Suppression: reduce the penalty from the first relevant Wound by 1, to a minimum of 0. Sensor Suite: ignores ordinary darkness. EMP or system intrusion may impose Malfunction conditions.

Mental Pattern: Alternates between learned human habits and a rigid machine fallback sequence.

Carried Items / Treasure: Sidearm, cybernetic implants, identity data, repair tools.

Harvestable Materials: Cybernetic limb, optics, neural interface, power regulator; living components raise ethical and narrative complications.

Runic Gargoyle

A stone guardian animated by carved commands and awakened only when a protected boundary is crossed.

Threat	Resilience	Initiative
24	11	4 (Fast)

Defense: Enchanted stone: Defense 6; Defense 3 against effects that specifically fracture, dissolve, or reshape stone.

Attacks: Stone Claw +5; Horn Strike +5; Diving Slam +6.

Special: Stone Stillness: while motionless against masonry, spotting the gargoyle before it acts is normally Hard. Winged Leap: may cross gaps or descend from high surfaces without ordinary falling penalties.

Mental Pattern: Uses numbers matching the angles, count, or arrangement of nearby architectural features.

Carried Items / Treasure: Usually none; some carry a key, seal, or carved insignia identifying their maker.

Harvestable Materials: Runed stone plates, animating dust, gemstone eyes, binding sigils. An intact rune plate can grant Bonus 3 to research on the guardian's creator or command magic.

Sand Wyrm

A vast subterranean predator that swims through dunes and shattered earth as easily as a sea creature moves through water.

Threat	Resilience	Initiative
43	24	7 (Slow)

Defense: Layered mineral scales: Defense 8; soft mouth and sensory pits Defense 4.

Attacks: Devouring Bite +10; Sand Breach +9; Crushing Coil +8.

Special: Burrow: moves beneath sand or loose earth and may emerge beneath distant targets. Tremor Sense: can locate grounded movement without normal sight. Breach: Gooder or Goodest may create difficult terrain in several nearby spaces.

Mental Pattern: Uses long wave-like sequences, with the hidden number rising while submerged and falling after each breach.

Carried Items / Treasure: Swallowed cargo, armor, tools, gemstones, bones, and objects buried with previous prey.

Harvestable Materials: Mineral scales, teeth, vibration organ, digestive crystals, heat-resistant hide. Large scale plates can support exceptional armor or vehicle protection.

Security Android

A humanoid machine built for controlled force, restraint, and relentless pursuit.

Threat	Resilience	Initiative
19	9	4 (Fast)

Defense: Synthetic plating: Defense 4

Attacks: Synthetic Fist +4; Shock Baton +4; Handgun +6 if armed

Special: Machine Mind: immune to ordinary fear and poison. Restraint Protocol: may choose to inflict an appropriate temporary Condition or unconsciousness instead of lethal injury when fiction allows.

Mental Pattern: Alternates between prime numbers and multiples of 4.

Carried Items / Treasure: Integrated ID, baton, radio, access keys, optional firearm.

Harvestable Materials: Servo muscles, processor core, synthetic skin, power cell, access chip.

Sewer Colossus

A hulking mutant, slime-fed beast, or stitched refuse monster that grows beneath a crowded city.

Threat	Resilience	Initiative
29	18	8 (Slower)

Defense: Layered hide, refuse, and scar tissue: Defense 5.

Attacks: Slam +7; Bite +6; Filth Spray +5, Far 6.

Special: Crushing Bulk: Goodest Slam may knock a target 3 spaces. Filth Spray: Gooder or Goodest may inflict Sickened 2 until cleaned or treated. Narrow Passage: large size may prevent it from entering ordinary doors or tunnels.

Mental Pattern: Uses low numbers while submerged in waste and high numbers once fully exposed.

Carried Items / Treasure: Embedded coins, tools, jewelry, pipes, and other swallowed or fused debris.

Harvestable Materials: Mutant hide, digestive enzymes, dense bone, toxin sacs. Enzymes can provide Bonus 2 to breaking down organic material or preparing unusual alchemical reagents.

Skeleton

Animated bones held together by necromantic force rather than flesh.

Threat	Resilience	Initiative
9	3	5 (Normal)

Defense: Bone: Defense 1; shields or scavenged armor as equipped

Attacks: Rusty Sword +2; Short Bow +4, Far 12

Special: Mindless: immune to ordinary fear. Brittle: player attacks using blunt weapons gain Bonus 2 against the skeleton.

Mental Pattern: Repeats rigid sequences such as 1,2,3,4.

Carried Items / Treasure: Rusty weapons, scraps of armor, grave goods.

Harvestable Materials: Bone fragments, grave dust, necromantic binding thread. Bone can be carved into ritual components.

Star Eater

A cosmic predator that feeds on radiant energy, magic, reactor output, or the light of living worlds.

Threat	Resilience	Initiative
52	26	3 (Fast)

Defense: Light-bending body: Defense 9; a discovered feeding organ or exhausted state may reduce Defense to 4.

Attacks: Radiant Maw +11; Gravity Lash +10, Far 18; Light Drain +12, Far 24.

Special: Energy Hunger: after a Gooder or Goodest Light Drain against a powerful energy source, recover 2 Wound Severity. Dark Wake: nearby illumination may fail or dim, creating environmental penalties. Exposed Core: after feeding heavily, a successful research or observation action may reveal a temporary weak point.

Mental Pattern: Follows long astronomical intervals and then abruptly chooses numbers near the most recent powerful energy effect.

Carried Items / Treasure: None in the ordinary sense; debris, relics, ships, or magical objects may orbit or be trapped within its wake.

Harvestable Materials: Gravity organ, radiant core, light-absorbing membrane, void crystal. These should function as campaign-defining components rather than ordinary numerical upgrades.

Star Marine
A professional future soldier protected by ballistic armor and trained to fight in hostile environments.

Threat	Resilience	Initiative
22	10	3 (Fast)

Defense: Ballistic Armor L3: Defense 3, 7 vs bullets, Dexterity -1

Attacks: Assault Rifle +7, Far 25, Rate 6; Shotgun +9, Far 5; Combat Knife +1

Special: Vacuum Training: ignores ordinary penalties from zero gravity and sealed-suit movement. Suppression: spend 6 rounds to add Fire Bonus 6 to the rifle's Attack Value and narratively pin exposed targets on Gooder or Goodest.

Mental Pattern: Uses fire-team sequences and numbers matching ammunition counts.

Carried Items / Treasure: Ballistic armor, rifle or shotgun, knife, med patch, comms, breaching charges.

Harvestable Materials: Armor plates, smart optics, ammunition, suit seals, power pack, encrypted mission data.

Storm Giant
A colossal humanoid that fights with thunder, thrown stone, and weather itself.

Threat	Resilience	Initiative
39	21	6 (Slow)

Defense: Giant armor and storm aura: Defense 7

Attacks: Great Weapon +9, Long; Lightning Bolt +9, Far 24; Boulder +8, Far 18

Special: Storm Call: after spending its Attack action, surrounding weather may impose Penalty 2 on exposed ranged attacks. Thunder Step: Goodest movement may knock nearby smaller creatures 1 space.

Mental Pattern: Uses numbers that rise and fall like storm pressure, with abrupt jumps after lightning attacks.

Carried Items / Treasure: Colossal weapon, giant jewelry, weather runes, cloud-metal fittings.

Harvestable Materials: Giant bone, storm gland or rune, conductive blood, cloud-metal; parts can power lightning or weather items.

Synthetic Doppelganger
An artificial infiltrator able to imitate appearance, voice, and many behavioral details of a target.

Threat	Resilience	Initiative
23	8	3 (Fast)

Defense: Synthetic tissue: Defense 3

Attacks: Hidden Blade +4; Handgun +6; Deception +6

Special: Impersonation: after studying a target, gains Threat +4 on appearance- and voice-based impersonation actions. Revealed Machine: immune to ordinary poison and fear. Identity Leak: Goodest investigation against it may expose a tell that grants Bonus 3 to later detection.

Mental Pattern: Copies the number habits of the person it is impersonating whenever the MG has enough observations.

Carried Items / Treasure: Forged credentials, concealed weapon, recording suite, target's copied possessions.

Harvestable Materials: Synthetic skin, voice module, memory core, identity templates, compact power cell.

Tactical Officer

A trained modern combatant using armor, communication, and coordinated fire.

Threat	Resilience	Initiative
18	8	3 (Fast)

Defense: Ballistic Armor L2: Defense 2, 5 vs bullets, Dexterity 0; Riot Shield 5 if equipped

Attacks: Assault Rifle +7, Far 25, Rate 6; Handgun +6

Special: Team Tactics: Threat +2 when acting on a target already engaged by an ally. Flashbang: one-use Far 6 effect; Gooder or Goodest imposes Dazed 2.

Mental Pattern: Uses squad callout numbers and repeats a teammate's last successful hidden number.

Carried Items / Treasure: Ballistic armor, assault rifle, handgun, radio, restraints, 1-2 tactical grenades.

Harvestable Materials: Weapon optics, radio, armor plates, ammunition, biometric credentials.

Tempting Fiend

A supernatural manipulator that wins through bargains, glamour, and targeted violence.

Threat	Resilience	Initiative
22	8	4 (Fast)

Defense: Glamour: Defense 3 against hostile social or psychic actions

Attacks: Infernal Touch +4; Compulsion +6, Far 8

Special: Bargain: if a character willingly accepts a meaningful deal, the fiend gains Threat +3 on future actions enforcing that deal. True Name: when invoked correctly, reduce the fiend's relevant Threat or Attack Value by 3.

Mental Pattern: Mirrors the player's previous guess across the midpoint of the range.

Carried Items / Treasure: Fine clothing, contract parchment, infernal seal, gifts intended for bargaining.

Harvestable Materials: Infernal ichor, horn or claw fragments, contract seal. Ichor grants Bonus 2 to summoning or banishment research but is dangerous to store.

Thornback Behemoth

A gigantic herbivore covered in woody armor and defensive spines, dangerous mainly when protecting a herd or territory.

Threat	Resilience	Initiative
33	21	7 (Slow)

Defense: Bark-like plates: Defense 7; underside Defense 4.

Attacks: Horn Sweep +7, Long; Trample +8; Thorn Volley +6, Far 10.

Special: Massive Body: ignores many ordinary forced-movement effects. Defensive Volley: after receiving Wound 2 or 3, it may use Thorn Volley on its next turn without needing ammunition.

Mental Pattern: Uses slow ascending sequences and repeats the same number whenever it chooses to defend rather than pursue.

Carried Items / Treasure: None.

Harvestable Materials: Armor plates, enormous thorns, medicinal sap, horn, tendon. Plates can support heavy armor; prepared thorns function as durable thrown or ammunition components.

Thunderbird

A colossal storm-bird whose wingbeats build thunderheads and whose cries split the air with lightning.

Threat	Resilience	Initiative
40	20	2 (Faster)

Defense: Storm-charged feathers: Defense 7.

Attacks: Talons +8; Thunder Cry +9, Far 18; Lightning Strike +10, Far 24.

Special: Flight. Stormwake: after remaining airborne for one full round, ranged attacks made through the storm may suffer Penalty 2. Lightning Strike can impose Dazed 2 on Gooder or Goodest in addition to ordinary Wounds.

Mental Pattern: Builds in rising sequences for several turns, then drops suddenly to a low number like a lightning discharge.

Carried Items / Treasure: Nests may contain ancient offerings, metal objects fused by lightning, or treasures carried from mountaintops.

Harvestable Materials: Storm feathers, lightning gland, talons, conductive bone, thunder sac. Components are appropriate for legendary weather, flight, or electrical items.

Titan Golem

A city-gate-sized construct built to endure siege weapons and demolish fortifications.

Threat	Resilience	Initiative
44	24	9 (Slower)

Defense: Titan plating: Defense 10; joints Defense 6

Attacks: Titan Fist +10; Siege Beam +11, Far 40; Stomp +9

Special: Colossal: ordinary doors, walls, and vehicles are obstacles only briefly. Weak Point: Hard called shot against a joint ignores 4 Defense. Construct: immune to poison and ordinary fear.

Mental Pattern: Extremely predictable machine sequence until damaged, when backup routines begin.

Carried Items / Treasure: Integrated core, weapons, armor, control runes or software.

Harvestable Materials: Titan plates, power core, actuator crystal, siege lens, control key. Even one intact part may be worth more than ordinary treasure hoards.

Troll Reaver

A long-limbed regenerative predator that survives wounds ordinary creatures could not.

Threat	Resilience	Initiative
24	14	6 (Slow)

Defense: Rubbery hide: Defense 3

Attacks: Claws +5, Long; Bite +4; Thrown Debris +4, Far 8

Special: Regeneration: recover 2 Wound Severity at the end of a round unless damaged by the campaign's chosen bane such as fire or acid. Severed Part: a Goodest result on a called shot may temporarily reduce a relevant Attack Value by 3.

Mental Pattern: Repeats the last number that produced a positive outcome until badly burned or frightened.

Carried Items / Treasure: Crude club, sacks, scavenged armor scraps, stolen food.

Harvestable Materials: Regenerative tissue, blood, hide, claws; tissue is a valuable healing or mutation reagent.

Tyrant Lizard

A gigantic prehistoric predator built around a crushing bite and terrifying momentum.

Threat	Resilience	Initiative
30	18	6 (Slow)

Defense: Thick hide: Defense 5

Attacks: Bite +9; Tail +6, Long; Stomp +6

Special: Massive Bite: on a Goodest Bite result, the resulting injury also imposes Penalty 3 on movement until treated. Predator's Charge: Threat +2 after moving at least 3 spaces.

Mental Pattern: Tracks downward toward the player's previous guess, representing focused pursuit.

Carried Items / Treasure: None.

Harvestable Materials: Teeth, hide, bone, tendons, meat; enormous teeth can become heavy weapon heads or trophies.

Vampire Lord

An ancient social predator with centuries of resources, loyal servants, and intimate knowledge of mortal behavior.

Threat	Resilience	Initiative
40	18	1 (Faster)

Defense: Preternatural defense 5; noble armor or wards may add more

Attacks: Blood Claw +7; Bite +8; Dominate +9, Far 10

Special: Blood Healing: recover 2 Wound Severity after a Gooder or Goodest Bite. Mist Form: once per scene, gain Defense 6 against physical attacks for one round. Banes defined by setting can bypass defenses.

Mental Pattern: Builds a psychological profile of each player and attacks their habitual number choices.

Carried Items / Treasure: Masterwork clothing, ancient weapon, keys, wealth, correspondence, occult protections.

Harvestable Materials: Ancient blood, fangs, heart, ashes, signet, ritual relics. Blood may empower regeneration, immortality, or curse-related crafting at great narrative risk.

Vampire Stalker

A predatory immortal that mixes speed, charm, and brutal close-range feeding.

Threat	Resilience	Initiative
24	10	2 (Faster)

Defense: Preternatural reflexes: Defense 3; clothing armor as worn

Attacks: Claws +4; Bite +5; Mesmerize +5, Far 6

Special: Blood Healing: after inflicting Wound with Bite, remove 1 Wound Severity. Sunlight or appropriate banes can impose severe penalties determined by campaign lore.

Mental Pattern: Learns a specific player's favorite numbers and begins choosing around them.

Carried Items / Treasure: Fine clothing, concealed dagger, jewelry, keys, personal correspondence.

Harvestable Materials: Fangs, preserved blood, ash, heart, signet jewelry. Vampire blood may grant Bonus 3 to one regeneration or transformation ritual but can carry narrative risk.

Void Dragon

A star-faring draconic predator that survives vacuum and exhales gravitational or stellar energy.

Threat	Resilience	Initiative
49	25	2 (Faster)

Defense: Void scales: Defense 9

Attacks: Bite +9; Gravitic Claw +9; Stellar Breath +11, Far 30

Special: Vacuum Flight. Gravity Wake: movement may pull unsecured targets 1 space. Stellar Breath may damage vehicles and create Burning or Radiation conditions. Weak points can be discovered through study of its energy cycle.

Mental Pattern: Uses astronomical cycles, prime intervals, and repeating orbital sequences rather than simple arithmetic.

Carried Items / Treasure: Hoard may include satellites, ship fragments, meteor metals, or relics taken across worlds.

Harvestable Materials: Void scales, gravity organ, stellar gland, crystal eye, vacuum blood. Components should create unique starship, gravity, energy, or cosmic artifacts.

Void Parasite

A vacuum-tolerant organism that attaches to suits, hulls, or living hosts and feeds on heat or electricity.

Threat	Resilience	Initiative
17	4	2 (Faster)

Defense: Flexible shell: Defense 2

Attacks: Latch +3; Drain +4

Special: Vacuum Native. Latch: Gooder or Goodest imposes Attached 2; while attached, the parasite gains Defense +2 and may Drain each round. Removing it risks damaging whatever it is attached to.

Mental Pattern: Moves toward numbers associated with the target's recent successful actions.

Carried Items / Treasure: None.

Harvestable Materials: Vacuum membrane, thermal organ, adhesive tendrils, electrical storage sac.

Werewolf

A cursed shapeshifter capable of explosive violence and rapid recovery.

Threat	Resilience	Initiative
23	12	3 (Fast)

Defense: Hide: Defense 3; Defense 1 against silver or campaign-specific bane

Attacks: Claws +5; Bite +4

Special: Regeneration: recover 1 Wound Severity after each round unless wounded by the bane. Frenzy: Threat +2 after taking Wound 3.

Mental Pattern: Becomes less patterned as its Wounds increase.

Carried Items / Treasure: Human-form clothing and personal effects.

Harvestable Materials: Hide, claws, blood, teeth. Properly treated hide gives Base Defense 3; claws make excellent ritual or tracking components.

Wolf

A social predator that tests isolated prey before committing to a kill.

Threat	Resilience	Initiative
8	4	3 (Fast)

Defense: Natural hide: Defense 1

Attacks: Bite +2

Special: Pack Hunter: Threat +2 if another wolf is adjacent to the target. Trip: Goodest may knock the target prone.

Mental Pattern: Echoes the previous wolf's hidden number, then shifts by 1.

Carried Items / Treasure: None.

Harvestable Materials: Pelt, fangs, sinew. A fine pelt can serve as material for light clothing; fangs can become charms or knife decorations.

World Serpent Spawn

A continent-scale serpent's offspring, still large enough to coil around fortresses or ships.

Threat	Resilience	Initiative
44	27	8 (Slower)

Defense: Mythic scales: Defense 9

Attacks: Bite +10; Coil +9; Venom Flood +9, Far 12

Special: Colossal Coil: Gooder or Goodest may trap vehicles or several adjacent targets. Venom Flood can create hazardous terrain. Shedding: once per battle reduce one relevant Wound by 3 as damaged outer scales peel away.

Mental Pattern: Follows long circular sequences that may take an entire encounter to repeat.

Carried Items / Treasure: Swallowed relics, shipwreck cargo, ancient weapons caught between scales.

Harvestable Materials: Mythic scales, venom lake, fang, heart membrane, world-serpent oil; suitable for legendary armor and colossal weapons.

Wraith

An incorporeal spirit that drains warmth and memory rather than cutting flesh.

Threat	Resilience	Initiative
21	7	1 (Faster)

Defense: Incorporeal: Defense 6 vs ordinary physical attacks, 0 vs blessed, psychic, or spirit-affecting attacks

Attacks: Life Drain +5, Long

Special: Pass Through: moves through mundane barriers. Drain: Gooder or Goodest can inflict Memory Loss 1 in addition to Wound.

Mental Pattern: Uses numbers adjacent to a target player's previous guesses.

Carried Items / Treasure: None, though a bound wraith may be tied to an object.

Harvestable Materials: Ectoplasm, cold ash, anchor object. Ectoplasm grants Bonus 2 to spirit rituals if contained.

Wyvern

A lean two-legged dragonkin that attacks from the air with jaws and a venomous tail.

Threat	Resilience	Initiative
27	12	3 (Fast)

Defense: Scales: Defense 4

Attacks: Bite +5; Tail Sting +6; Diving Strike +7

Special: Flight. Venom: Gooder or Goodest Sting inflicts Poison 2 until treated. Dive: +2 Threat after descending at least 4 spaces.

Mental Pattern: Favors prime numbers and changes sharply after taking a Wound.

Carried Items / Treasure: None.

Harvestable Materials: Venom sac, stinger, wing membrane, scales. Stinger can be fashioned into a spearhead with Bonus 2 against armor; venom is a potent poison component.

Xeno Swarm Drone

A disposable chitinous organism bred to overwhelm defenses through mass and speed.

Threat	Resilience	Initiative
13	3	2 (Faster)

Defense: Chitin: Defense 2

Attacks: Claws +3; Acid Spit +3, Far 6

Special: Swarm Pressure: Threat +1 for each allied drone adjacent to the same target, maximum +4. Acid: Goodest may impose Armor Damage 1, reducing one affected armor item's Defense by 1 until repaired.

Mental Pattern: Copies the hidden number of the nearest allied drone.

Carried Items / Treasure: None.

Harvestable Materials: Chitin, acid sac, sensory node, nutrient resin. Acid sac provides one use of Bonus 2 against armor; chitin can reinforce light armor.

Zephyr Serpent

A long wingless sky-serpent that rides pressure currents and attacks with cutting wind rather than venom.

Threat	Resilience	Initiative
30	13	1 (Faster)

Defense: Wind sheath and flexible scales: Defense 5.

Attacks: Bite +5; Wind Blade +7, Far 14; Constricting Gust +6.

Special: Flight. Wind Sheath: ordinary projectiles fired from beyond 8 spaces suffer Penalty 2. Goodest Constricting Gust may lift or push a target 3 spaces if nothing anchors it.

Mental Pattern: Moves through the Action Range in smooth spirals, adding 2, then 3, then 4, then repeating the increment cycle.

Carried Items / Treasure: None; nests may contain objects carried aloft by storms.

Harvestable Materials: Air bladder, translucent scales, wind-sensitive whiskers, pressure gland. The gland can provide Bonus 3 to flight, ventilation, or wind-magic crafting.

Zombie
A slow corpse animated by hunger, infection, or magic.

Threat	Resilience	Initiative
8	6	9 (Slower)

Defense: Dead flesh: Defense 1

Attacks: Grab +2; Bite +2

Special: Relentless: reduce the penalty from each superficial Wound by 1, to a minimum of 0. Bite: Goodest may inflict Infection 1 if appropriate to the campaign.

Mental Pattern: Frequently repeats exactly the same number.

Carried Items / Treasure: Whatever clothing, tools, or personal objects remained on the corpse.

Harvestable Materials: Generally unsafe flesh, teeth, preserved organs, necromantic residue; useful mainly to occultists or alchemists.

15. Sample Player Characters

These are ready-made examples of how ordinary fantasy, modern, science-fiction, and supernatural player characters can be built. Each is Rank 3 unless noted. Their listed Wound Threshold is only a typical threshold for the kind of danger they are designed to face; the actual rule always uses the highest relevant Class Level + 3.

Sir Aldren Vale - Human Knight

Rank	Classes	Weakness
3	Knight 6; Rider 3	None

Typical Movement: 5 spaces when Knight applies

Typical Combat/Danger Wound Threshold: 9

Starting Items: Full Plate, Warhammer, Shield, riding horse

Playstyle: A durable front-line protector who excels at armored combat and mounted play.

Lethira Greenwake - Elven Ranger

Rank	Classes	Weakness
3	Ranger 5; Hunter 4	None

Typical Movement: 5 spaces

Typical Combat/Danger Wound Threshold: 8

Starting Items: Leather Armor, Longbow, Short Sword, tracking kit Bonus 2

Playstyle: A mobile scout with strong wilderness and ranged competence.

Bromm Emberhand - Dwarven Smith-Warrior

Rank	Classes	Weakness
3	Smith 5; Warrior 4	None

Typical Movement: 5 spaces when Warrior applies

Typical Combat/Danger Wound Threshold: 7

Starting Items: Mail Armor, Warhammer, smith tools Bonus 3

Playstyle: A crafter who can fight effectively and repair equipment in the field.

Nib Wickwhistle - Goblin Tinkerer

Rank	Classes	Weakness
3	Tinkerer 5; Scavenger 3; Sneak 2	Greedy 1

Typical Movement: 4 spaces when Sneak applies

Typical Combat/Danger Wound Threshold: 5

Starting Items: Cloth Armor, Dagger, tool roll Bonus 3, smoke pots

Playstyle: A gadgeteer who turns junk into situational tools and explosives.

Sister Mara Venn - Human Cleric

Rank	Classes	Weakness
3	Cleric 6; Healer 3	None

Typical Movement: 5 spaces when Cleric applies

Typical Combat/Danger Wound Threshold: 9

Starting Items: Mail Armor, Mace, holy symbol Bonus 3 to appropriate rites, healer kit

Playstyle: A healer, warder, and armored support character.

Kael Ash-Tongue - Fiend-Blooded Occultist

Rank	Classes	Weakness
3	Occultist 6; Diplomat 3	None

Typical Movement: 3 spaces

Typical Combat/Danger Wound Threshold: 9 when resisting occult dangers

Starting Items: Ritual dagger, grimoire Bonus 3, charm against fire

Playstyle: A social occultist who bargains with powers that may be better left alone.

Urga Stonejaw - Orc Berserker

Rank	Classes	Weakness
3	Berserker 7; Survivor 3	Reckless 1

Typical Movement: 6 spaces when Berserker applies

Typical Combat/Danger Wound Threshold: 10

Starting Items: Scale Mail, Greataxe, trophy necklace

Playstyle: A highly specialized melee combatant whose Weakness encourages dangerous choices.

Pip Underbridge - Halfling Rogue

Rank	Classes	Weakness
3	Rogue 6; Acrobat 3	None

Typical Movement: 5 spaces

Typical Combat/Danger Wound Threshold: 9

Starting Items: Leather Armor, Dagger, Hand Crossbow, lockpicks Bonus 3

Playstyle: A classic infiltrator who combines stealth, traps, acrobatics, and ranged tricks.

Dana Cross - Modern Detective

Rank	Classes	Weakness
3	Detective 6; Shooter 3	None

Typical Movement: 3 spaces

Typical Combat/Danger Wound Threshold: 6 when Shooter applies

Starting Items: Handgun, notebook, camera, evidence kit Bonus 3

Playstyle: A modern investigation character who is competent in a fight but strongest when gathering clues.

Eli Mercer - Field Medic

Rank	Classes	Weakness
3	Medic 6; Soldier 3	None

Typical Movement: 4 spaces when Soldier applies

Typical Combat/Danger Wound Threshold: 6

Starting Items: Ballistic Armor L1, Handgun, medical kit Bonus 4

Playstyle: A support character who keeps others alive under pressure.

Zero-Day - Street Hacker

Rank	Classes	Weakness
3	Hacker 7; Sneak 2	None

Typical Movement: 4 spaces when Sneak applies

Typical Combat/Danger Wound Threshold: 5

Starting Items: Cyberdeck Bonus 4, compact SMG, signal scanner

Playstyle: A specialist whose Hacker 7 creates a major competence breakpoint in digital scenes.

Maya Rook - Veteran Soldier

Rank	Classes	Weakness
3	Soldier 6; Athlete 3	None

Typical Movement: 4 spaces when Athlete applies

Typical Combat/Danger Wound Threshold: 9

Starting Items: Ballistic Armor L2, Assault Rifle, Handgun, field kit

Playstyle: A straightforward modern or science-fiction combat specialist.

Unit K-17 - Android Infiltrator

Rank	Classes	Weakness
3	Infiltrator 6; Android 3	None

Typical Movement: 5 spaces when Infiltrator applies

Typical Combat/Danger Wound Threshold: 9

Starting Items: Synthetic skin, silenced handgun, disguise kit Bonus 3, internal tools

Playstyle: A machine character who can use Android when machine nature is directly relevant.

Ilyan Sere - Psion

Rank	Classes	Weakness
3	Psion 6; Scholar 3	None

Typical Movement: 3 spaces

Typical Combat/Danger Wound Threshold: 9 when psychic defense is relevant

Starting Items: Psi focus Bonus 3, light sidearm, research tablet

Playstyle: A psychic specialist whose strength is mental influence and perception rather than armor.

Tessa Kade - Starship Engineer

Rank	Classes	Weakness
3	Engineer 5; Pilot 4	None

Typical Movement: 5 spaces when Pilot applies

Typical Combat/Danger Wound Threshold: 7 when Pilot is relevant

Starting Items: Tool harness Bonus 3, handgun, pressure suit, repair drone

Playstyle: A science-fiction problem solver who keeps ships, vehicles, and machines operational.

Lord Varos - Vampire Noble

Rank	Classes	Weakness
3	Vampire 5; Noble 4	None

Typical Movement: 5 spaces when Vampire applies

Typical Combat/Danger Wound Threshold: 8

Starting Items: Fine clothes, Dagger, signet, concealed blood flask

Playstyle: A supernatural social character whose Vampire Class can cover predatory senses, speed, and setting-defined powers.

Mara Greyfang - Werewolf Drifter

Rank	Classes	Weakness
3	Werewolf 6; Survivalist 3	None

Typical Movement: 5 spaces when Werewolf applies

Typical Combat/Danger Wound Threshold: 9

Starting Items: Travel clothes, hunting knife, backpack, silver restraints carried as a precaution

Playstyle: A transformation-focused character balancing monstrous power with survival skills.

June Bell - Ghost Medium

Rank	Classes	Weakness
3	Medium 6; Occultist 3	None

Typical Movement: 3 spaces

Typical Combat/Danger Wound Threshold: 9 against spirit dangers

Starting Items: Spirit board, recorder, ritual candles, protective charm Bonus 2

Playstyle: A paranormal investigator who communicates with ghosts and handles hauntings.

16. Sample NPCs

NPCs can use the same Rank and Class system as player characters when their personal skills matter. If an NPC becomes a combat enemy, the MG may instead give them Threat and Resilience using Chapter 10 or an appropriate entry from the Bestiary in Chapter 14. The entries below are intentionally genre-flexible and can be renamed or reskinned.

Marta Quill - Innkeeper

Rank	Classes	Typical Movement
1	Host 2; Cook 1	3

Typical Items: Apron, kitchen knife, cellar keys, local gossip

Use in Play: Friendly information hub; can judge ordinary social or hospitality actions through her Classes.

Hadrik Stone - Blacksmith

Rank	Classes	Typical Movement
2	Smith 4; Merchant 2	3

Typical Items: Hammer, forge tools Bonus 3, leather apron, coin box

Use in Play: Repairs weapons, evaluates metalwork, and can become an ally or quest-giver.

Sergeant Vale - Town Guard

Rank	Classes	Typical Movement
2	Guard 4; Athlete 2	4

Typical Items: Mail Armor, Spear, Shield, whistle

Use in Play: Competent local law enforcement without being a major hero.

Nessa Brightcoin - Traveling Merchant

Rank	Classes	Typical Movement
2	Merchant 5; Appraiser 1	3

Typical Items: Ledger, cart, concealed Dagger, appraisal lens Bonus 2

Use in Play: A bargaining specialist who may know who bought or sold unusual objects.

Brother Tovan - Healer

Rank	Classes	Typical Movement
3	Healer 6; Herbalist 3	3

Typical Items: Medical satchel Bonus 4, herbs, clean cloth, walking staff

Use in Play: A reliable noncombat support NPC capable of treating serious Wounds.

Madame Vey - Crime Boss

Rank	Classes	Typical Movement
4	Boss 8; Schemer 4	3

Typical Items: Fine clothes, Handgun or Dagger, bodyguards, hidden accounts

Use in Play: A social antagonist whose real weapon is organization and leverage.

The White Oracle - Oracle

Rank	Classes	Typical Movement
5	Oracle 9; Mystic 6	3

Typical Items: Veil, divination basin Bonus 4, sacred tokens

Use in Play: A powerful information source whose predictions can become entire adventures.

Captain Rhea Sol - Starship Captain

Rank	Classes	Typical Movement
4	Captain 7; Pilot 5	5

Typical Items: Handgun, command codes, pressure suit, star charts

Use in Play: A competent leader for science-fiction campaigns and a strong ally during chases or crises.

Jax Coil - Mechanic

Rank	Classes	Typical Movement
3	Mechanic 6; Scavenger 3	3

Typical Items: Tool kit Bonus 4, welding gear, compact handgun

Use in Play: Repairs vehicles, constructs improvised devices, and knows where to find illegal parts.

Professor Elian Moss - Scholar

Rank	Classes	Typical Movement
3	Scholar 7; Teacher 2	3

Typical Items: Library access, notes, spectacles, research kit Bonus 3

Use in Play: An academic NPC useful for lore, translation, science, or historical mysteries.

Mayor Alis Fen - Politician

Rank	Classes	Typical Movement
3	Politician 6; Administrator 3	3

Typical Items: Office seal, correspondence, bodyguard access

Use in Play: Can mobilize institutions but may be constrained by reputation and public pressure.

Kite Ransom - Smuggler

Rank	Classes	Typical Movement
3	Smuggler 6; Pilot 3	4

Typical Items: Handgun, hidden cargo compartments, forged papers Bonus 3

Use in Play: Moves forbidden goods and people across borders, planets, or magical checkpoints.

ARCHIVE-9 - AI Archivist

Rank	Classes	Typical Movement
4	Archivist 8; Analyst 4	3

Typical Items: Data vault, sensors, remote terminals

Use in Play: An artificial intelligence that can answer obscure questions but may interpret requests literally.

Envoy Thesk - Alien Diplomat

Rank	Classes	Typical Movement
3	Diplomat 6; Xenologist 3	3

Typical Items: Translation device Bonus 4, ceremonial clothing, diplomatic credentials

Use in Play: A nonhuman negotiator who can bridge cultures or misunderstand them spectacularly.

Irena Black - Monster Hunter

Rank	Classes	Typical Movement
4	Hunter 8; Alchemist 4	6

Typical Items: Recurve Bow, Silvered Dagger, monster kit Bonus 3, traps

Use in Play: A veteran specialist who identifies monster weaknesses and harvestable components.

Doctor Varn - Necromancer

Rank	Classes	Typical Movement
4	Necromancer 8; Scholar 4	3

Typical Items: Grimoire, ritual knife, bone charms, hidden laboratory

Use in Play: Can serve as villain, morally gray scholar, or ally willing to use forbidden methods.

Patch Moreno - Street Doctor

Rank	Classes	Typical Movement
2	Medic 4; Criminal 2	3

Typical Items: Medical kit Bonus 3, stolen pharmaceuticals, burner phone

Use in Play: Provides discreet treatment and hears rumors from dangerous people.

Orin Glass - Relic Dealer

Rank	Classes	Typical Movement
3	Merchant 5; Occultist 4	3

Typical Items: Ward-lined case, appraisal lens, concealed Dagger, catalog of buyers

Use in Play: Buys and sells magical, alien, cursed, or historical items and is never entirely trustworthy.

17. Loot, Harvesting, and Crafting Examples

XIXIXIX does not require a dedicated crafting subsystem for harvested parts to matter. A harvested component can be treasure, a quest object, a consumable, a situational item upgrade, or the fictional requirement for creating a new Tiered item. The following examples give the MG a consistent starting point without turning harvesting into a second game.

Suggested Harvest Difficulty

Material	Typical Difficulty
Ordinary hide, meat, bone, salvageable gear	Easy 10
Venom glands, delicate organs, intact monster parts	Medium 20
Magical glands, spirit residue, advanced electronics	Hard 30
Dragon organs, lich components, alien prototype systems	Challenging 40
Cosmic tissue, reality shards, unique legendary cores	Extreme 50 or higher

Use a relevant Class such as Hunter, Survivalist, Butcher, Alchemist, Medic, Engineer, Mechanic, Occultist, or another Class that clearly fits the material.

Harvest Outcome

Outcome	Suggested Result
Goodest	Recover 3 useful units, or 1 unit in exceptional condition.
Gooder	Recover 2 useful units.
Good	Recover 1 useful unit.
Neutral	Recover a damaged, unstable, or incomplete component with a limitation.
Bad	No useful component is recovered.
Badder	Component is ruined and may create a minor complication.
Baddest	Component is ruined and a serious hazard, contamination, damage, or unwanted effect may occur.

Example Harvested Components

Component	Common Use	Example Mechanical Use
Wolf Fang	Charm, knife decoration, proof of a hunt	Bonus 1 to one appropriate intimidation or tracking-related item if the MG approves.
Dire Wolf Pelt	Cold-weather clothing or light armor material	Can support Base Defense 2 for a crafted hide garment.
Giant Spider Silk	Rope, webbing, surgical thread	Bonus 2 to binding, climbing, or delicate stitching actions.
Spider Venom	Weapon coating or alchemical ingredient	One-use effect that may add Poison 1 on Gooder or Goodest.
Basilisk Eye	Petrification ritual component	Bonus 3 to research or magic involving stone, paralysis, or petrification.

Component	Common Use	Example Mechanical Use
Manticore Spike	Thrown weapon or ammunition	Prepared spike: Base Bonus 3, ideal Far 6.
Mimic Adhesive	Glue, trap component, repair material	One-use Bonus 3 to binding or emergency repair.
Slime Acid	Armor-eating alchemical reagent	One-use Bonus 2 against armor.
Wyvern Venom	Potent toxin	Can create Poison 2 on a strong successful application.
Hydra Blood	Regenerative reagent	Bonus 3 to one healing or regeneration-related action if properly stabilized.
Kraken Ink	Concealment and ritual ink	Bonus 3 to concealment in water or to an appropriate occult inscription.
Wraith Ectoplasm	Spirit reagent	Bonus 2 to summoning, banishment, or ghost research.
Vampire Blood	Regeneration or curse component	Bonus 3 to an appropriate ritual; almost always carries narrative risk.
Werewolf Hide	Protective hide	Base Defense 3 when enough is properly crafted; setting banes may still apply.
Demon Ember Gland	Fire source	One-use fire effect or Bonus 4 to a fire-related crafting action.
Celestial Feather	Healing or warding reagent	Bonus 3 to one appropriate healing, warding, or flight ritual.
Elemental Core	Primal energy source	Bonus 3 to crafting or magic aligned with the element.
Drone Sensor Package	Optics and targeting	Bonus 3 to a surveillance, targeting, or robotics project.
Android Processor	Computation or AI part	Bonus 3 to an appropriate computing, robotics, or analysis project.
Cloak Mesh	Advanced concealment material	Can provide a situational Defense or concealment Bonus 2-3 when integrated into gear.
Alien Plasma Cell	Energy weapon component	Can power one advanced weapon or act as a high-value crafting requirement.
Xeno Acid Sac	Organic anti-armor reagent	One-use Bonus 2 against armor when safely prepared.
Mech Actuator	Heavy machinery component	Bonus 3 to building or repairing powered armor, vehicles, or industrial machines.
Nanite Sample	Nanotechnology research	Bonus 3 to nanotech research or repair; requires secure containment.
Dragon Scale	Legendary armor material	Can support exceptionally high Defense or a Tiered armor upgrade at MG discretion.
Dragon Heart	Legendary magical organ	Appropriate requirement for unique elemental, vitality, or transformation items.

Component	Common Use	Example Mechanical Use
Lich Soul Ash	Necromantic residue	Bonus 4 to high-level necromantic research or anti-undead rituals.
Titan Power Core	Massive energy source	Campaign-scale component for vehicles, fortresses, portals, or unique weapons.
Leviathan Bone	Colossal structural material	Can become ship armor, enormous weapons, or high-value ritual architecture.
Reality Shard	Cosmic component	Should create a unique effect or campaign hook rather than a generic numerical bonus.

Tiered Crafting Guidance

When crafting a permanent item from rare components, the MG may treat the finished item exactly like any other Tiered item: determine a Base Bonus, add Tier, and then add narrowly defined situational upgrades when special materials justify them. A special material does not have to increase Tier. For example, a dragon-scale shield might remain Tier 2 but gain an additional situational Defense against fire, while a wyvern-stinger spear might gain Bonus 2 against armor without changing its normal Base Bonus.

Unique legendary components are often more interesting when they unlock a new fictional ability, remove a specific limitation, or serve as a requirement for a quest-scale item instead of simply adding larger and larger numbers.

18. Playtest Framework and Standardizations

The following standards are intended to make XIXIXIX playtests comparable from one table to another. They do not prevent the MG from changing the fiction; they standardize the measurements used to decide whether a rule is too easy, too punishing, too slow, or too dependent on party size.

Multi-Enemy Encounter Pressure

Individual Threat tells you how difficult one enemy is to overcome or resist, but a group also gains power from having more attack opportunities. During testing, assign each enemy a Pressure value from the challenge tier it represents for the party's Average Relevant Class Level.

Enemy Challenge Tier	Pressure	Purpose
Easy	1	Minor opposition or minion
Medium	3	Standard peer-level threat
Hard	6	Serious individual threat
Challenging	8	Major threat
Extreme	10	Encounter-defining threat

Then calculate the encounter as follows:

- Add the Pressure of every enemy that is expected to participate meaningfully in the fight.
- Count hostile attack exposures in one round. A normal single-target Attack action creates 1 exposure. An area action creates 1 exposure for each target it can affect. Opportunity Attacks and other extra attacks also count when they are reasonably expected to occur. If total hostile exposures exceed the number of player characters, each surplus exposure counts as an additional hostile action for the Action Surplus adjustment.
- Add 1 Pressure for each hostile attack exposure beyond the number of player characters. This is the Action Surplus adjustment.
- Divide Total Pressure by the number of player characters. Use the resulting Pressure per Character to estimate the encounter tier.

Pressure per Character	Playtest Encounter Tier
0-1.5	Easy
>1.5-4	Medium
>4-7	Hard
>7-9	Challenging
>9	Extreme

Example: four player characters face eight Easy enemies. The enemies begin at Pressure 8 and create eight single-target attack exposures, so Action Surplus adds 4 more Pressure. Total Pressure is 12; divided by four characters, that is 3 Pressure per Character, a Medium test encounter.

Concentrated fire can be deadlier than the same encounter spread across the party. If three or more enemies can repeatedly focus the same character without meaningful obstruction, record the encounter as Focused in the playtest notes. Do not automatically change the numbers; compare Focused encounters with otherwise similar Unfocused encounters before deciding whether a further rule is necessary.

Condition Timing Standard

Use the Fleeting, Persistent, and Accumulating condition rules in Chapter 5 for every playtest. When a monster entry gives a more specific duration, that specific rule overrides the default. Record any condition that players repeatedly forget, find too short to matter, or find so persistent that it dominates an encounter.

Recommended Playtest Record

- Party size, Rank, relevant Class Levels, armor, and major weapon Bonuses.

- Enemy names, Threat, Resilience, Attack Values, Defense Values, and Total Encounter Pressure.
- Number of rounds until the encounter is resolved.
- Total Wound Severity received by each player character and each important enemy.
- How many characters became unconscious, made Death Saving Actions, or died.
- How often actions became Auto-Goodest.
- How many Fleeting, Persistent, or Accumulating Conditions were applied and how many turns they mattered.
- Whether players successfully learned and exploited Mental Patterns.
- Whether a player or enemy repeatedly dominated because of one Class, item, attack, defense, or action-economy interaction.
- Number of hostile attack exposures per round, including each target of area attacks.
- Any surprising change in Wound Threshold caused by using a different relevant Class.
- Whether default enemy Movement 3 felt too slow or too fast for a creature and what value worked better.

Specific Stress Tests

Run these as controlled comparisons rather than permanent balance rules:

- Action economy: run the same total Encounter Pressure once as a single durable enemy and once as several weaker enemies. Compare rounds, Wounds, and player turns lost.
- Focused fire: repeat an encounter with enemies spreading attacks, then repeat it while they concentrate on one target. Record how often focused fire produces unconsciousness or death.
- Area actions: repeat the same encounter with and without a multi-target attack. Count target exposures as defined above and compare whether the Pressure estimate tracks the real danger.
- Variable Wound Threshold: record any moment when changing the relevant Class changes a character's Wound Threshold enough to create a surprising unconsciousness result.
- Auto-Goodest: record how often meaningful actions become Auto-Goodest. If a major scene becomes mostly automatic, note the Rank, Class Levels, gear, and Difficulty where it happened.
- Condition persistence: compare Fleeting and Persistent versions of the same numerical condition to determine whether its duration matters more than its value.

Initial Balance Targets for Testing

These are diagnostic targets rather than promises. Use them to compare sessions and decide where the system needs adjustment.

Tier	Typical Length	Expected Cost	Warning Sign
Easy	1-3 rounds	Little or no Wound Severity; unconsciousness should be unusual	Party is regularly threatened with death
Medium	3-5 rounds	Noticeable Wounds or resource use; occasional close calls	Either trivial or routinely drops multiple characters
Hard	4-6 rounds	Serious Wounds; at least one character may become unconscious	Feels no different from Medium, or produces routine deaths
Challenging	4-7 rounds	Multiple severe Wounds; unconsciousness is likely	Party can win without changing tactics or spending resources
Extreme	Variable	Real possibility of defeat or death; victory should require strong play	Functions as an ordinary encounter rather than a set piece

When a test misses its target, change one variable at a time—usually Threat, Resilience, Attack Value, Defense Value, number of hostile actions, or condition persistence—and repeat a similar encounter. This makes it easier to identify which rule caused the difference.

19. Monster Index

Quick page-reference index for the alphabetically arranged Bestiary in Chapter 14. Page numbers refer to the printed interior.

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20. Character Sheet

Character Name: _____		**Player:** _____	
Race: _____	Gender/Pronouns: _____	Campaign: _____	
Rank: ____	XP / Next Rank: ____ / ____	Unspent Class Points: ____	Typical Movement: ____

Classes

Class	Level	Modifier	Scope / Notes

Weaknesses

Weakness	Value	When It Applies

Wounds and Conditions

Wound / Condition	Severity / Value	Relevant Penalty	Notes / Treatment
Total Wound Severity: _____	**Relevant Class Level:** _____	Unconscious Threshold (Class + 3): _____	**Stabilized:** ☐ **Yes** ☐ **No**
Death Successes: ☐ ☐ ☐	Death Failures: ☐ ☐ ☐	Current Conditions: _____	_____

Armor, Weapons, and Combat Gear

Item / Weapon	Defense / Bonus	Range	Rate	Special / Situational

Inventory, Abilities, and Notes